SCENARIOS & VARIANTS

WAR IN THE WORLD

An Interface for War in the Pacific and War in Europe, Part 1

by Thomas B. Stoughton

To a day-tripper like myself, the prospect of uniting these two big-games is akin to making a porn film with a cast of hippos: more than a bit too much of everything. But who am I to limit you to my tastes in gaming? There may be at least four of you out there who'll actually play such a game.

Mr. Stoughton presents these rules more as a suggestion and prompt to SPI to do a final official set (spare us, dear God) — but I'm told by the developer designer (Tom Waizley!) that this Tom knows his turkeys — and that his rules will work (more or less, presuming you could ever finish and find out). — RA$.

For many dedicated wargamers, SPI's War in the Pacific (WIP) is a welcome addition to the growing collection of supergames. The name suggests a design similar to War in Europe (WIE), a similarity which makes it especially attractive since it would then be possible to combine the two games into one creating all the strategic options and consequences not possible with either of the two games alone. However, the designers of WIP realized that the mechanics of WIE, which is principally a land game, are not well suited to the Pacific theater. As a result, WIP is a game emphasizing supply, air, and naval power in a much more comprehensive way than in WIE. It is not true, however, that this same emphasis would not suit WIE as well.

Due to the tremendous mass of contiguous land hexes in the WIE game, most campaigns are decided by the engagements of ground forces and depend in a minor way on the complexity of the game's naval system. Thus, while not upsetting the significance of the ground system, inclusion of the surface naval units in the WIE naval system into WIE would add new dimensions to the latter and, of course, help make possible their incorporation into a single game of WWII.

A few examples of these new dimensions are worth mentioning. In the way of pure naval engagements, the sinking of the Graf Spee and the Bismarck come to mind. WIP's search and contact procedure would bring these events to life as Britain engages in an all-out effort to protect her merchant shipping. These engagements would occur in near historical fashion by allowing Axis task forces on the off-map display and requiring Germany to engage its naval forces from time to time in merchant shipping raids.

In addition to these pure naval engagements, which would add color to an otherwise black and white naval system, the planning, execution and results of an amphibious assault would be much more realistic. Sending diversionary task forces or decoys and providing cover by an umbrella of airpower or by the cloak of night were standard tactics employed to protect an invasion in the Pacific theater, tactics which are well illustrated in WIP. But these same tactics were used in the European theater as well, and for this reason the WIP rules would tend to balance rather than upset each player's perspective of the relative importance of naval, air and army forces.

To illustrate this point, consider the effects of the inclusion of the naval and air systems of WIP on the planning and execution of Operation Sealion. In the standard rules for WIE, the German player may protect the invasion only by employing SURF points. Given the restrictions placed on building these naval units, the German player should decide at the beginning of the game whether or not an invasion will be attempted. Due to the restrictions on naval builds, the German player will be hard pressed to build enough SURFs's, let alone enough AMPH's to transport the troops. And this would have to be done at the expense of U-boat production, which would leave the German player in a serious position should the invasion fail. It is these limitations which stifle most German players away from Operation Sealion.

Historically, however, Germany did not intend to employ its naval forces, which were still recovering from operations against Norway, to protect its troop transports. Protection was to be provided primarily by airpower. This same option would be available to the German player under the WIP rules. In order for an invasion to be effective, however, the German player must first neutralize the Royal Air Force. If the invasion were attempted while the RAF still possessed a reasonable force to oppose it, then many transports and their cargo may be lost due to the plane effectiveness of aircover and anti-aircraft fire in turning away attacking aircraft and to the high vulnerability of the transport ships. But with the neutralization of the RAF, not only would the transports be safe from air attack but also from naval intervention since, without aircover, intervening British ships would be subject to intense air attack.

The problem for the German player, therefore, is to neutralize the RAF, while the problem for the British player obviously is to avoid being neutralized. To this end, not only must the British player conserve his aircraft, but he must also protect at least some of the airbases in southern England to enable his aircraft to operate over the channel when the time comes. Thus, the German player need not actually destroy British planes but need only destroy the airbases from which they would oppose the invasion. Whether or not this is possible depends on many factors such as the location of British and German airbases. A problem which faces the German player is the short range of the Me-109 which necessitates the use of the less efficient Me-110 to escort the bombing missions to the farther targets. Thus, even if the British player finds himself in an inferior position overall, he may, by concentrating his defenses against the latter type of missions, actually achieve local superiority and prevent the German player from winning this reenactment of the Battle of Britain.

It can now readily be seen that the inclusion of the WIP air and naval systems can recreate events in the European theater that the standard rules of WIE cannot. Given the restrictions placed on the building of naval units in the standard rules, the German player should decide at the beginning of the game whether or not an invasion will be attempted. But with the WIP rules, the decision to invade rests on the achievement of air superiority. Thus not only would the decision to invade be based on historical and more realistic considerations, but the rule change would also help recreate the Battle of Britain, since owing to the many tactical and strategic consequences of invading England, most German players will challenge the RAF to a battle. After all, the German player may call the air battle off at any time that the odds turn against him.

In addition to the tactical naval and air systems, the inclusion of some of WIP's strategic systems would add much to the play of WIE. Most notable among these systems are the strategic bombing and U-boat segments which, in fact, go hand-in-hand with the tactical naval and air systems.

The remainder of this article presents a set of rules intended to both unify the WIE and WIP games and modify the WIE game to give it the tactical naval and air systems of WIP. In some cases these rules are sketchy since they are explained in detail in either of the games' rule books. Other cases are discussed in greater detail because they differ substantially from the corresponding case in the rule books. [Note that the charts and figures referred to throughout this article will appear in Part 2 of the article, to be published in MOVES 46, Ed.]
Finally, an additional game system is suggested for inclusion in the WIE game in the spirit and nature of the tactical air system to include the role played by armored fighting vehicles (AFV). Inclusion of AFV's will alter the role played by mechanized units. In addition to the movement of normal combat units, mechanized units will be given an AFV capacity and function in a way analogous to aircraft. Details of this system are given later in this article.

In order to accommodate the WIP system, many of the rules of WIE must be overhauled. Rules pertaining to the ground system are only slightly modified so as to not change the essential characteristics of the WIE game. The first modification to be made is to the sequence of play. Rule 4.0 of WIE is now identical to rule 4.0 of WIP except that the first and second ground segments of the latter are each replaced by the initial movement, rail movement, combat, and mechanized movement phases of the WIE system. These phases are altered to include the expenditure of supply and the use of AFV's. In addition to Rule 4.0, all rules dealing with the Strategic Game-Turn, naval and air power are replaced by the WIP rules.

Map Alterations

Allied Off-Map Display. Since Axis forces will be allowed on the Off-Map Display, it is necessary to make a few changes on the display to allow them to maneuver as well as entry and exit from the European maps. First of all, ignore the set of circles connecting the England box with the African Coast box in a clockwise direction from England as this set of circles is almost redundant with the set going in a counter-clockwise direction from England (the latter is one circle longer). Also ignore the set of circles connecting the England box with the Middle East box. Identify the fourth circle from the West Coast box on both the set of circles to the East Coast box and the set of circles to the African Coast box as the Panama Canal Zone by writing the initials PCZ. Only Allied Task Forces may enter the PCZ circle. Connect the two circles directly east of the PCZ circles to allow passage between them. Also connect the fourth circle, representing the Cape of Good Hope, on the set of circles going from the African Coast box to the West Coast box to the fourth circle of the set of circles going from the African Coast box to the England box.

For the purposes of initial deployment, it is convenient to mark the second circle east of the PCZ on the West Coast to Africa route with the letter G, the fourth circle from the African Coast box on the Africa to England route with the letter S, the eighth circle on the same route with the letter L, and the eleventh circle on the same route with the letter L. These letters represent the historical Task Force designations used by the British for the naval forces on the high seas at the start of the war, except for the letter S which designates the initial position of the Graf Spee. Ignore the port capacities of both the Middle East and England boxes and instead treat them as collection areas from which cargo may be brought on the European game map and as global sea land circles for the purposes of naval movement. The England and Middle East boxes are modified to permit passage onto and from the European maps as shown in Figure IV.

European Maps. Many map alterations are necessary on the European maps to denote port capacity and airbases. Information in this area is sparse and not definitive. Fortunately, players are not limited to the initial capacities, as baseforces and airbases may be built during the game when and where the need arises. Therefore, the following guidelines are suggested for permanent airbases: all cities are given an airbase level 1 except all manufacturing centers and capitals of major powers which are given an airbase level 5 and 10 respectively. For simplicity, assume that all WIE major ports remain major ports and minor ports remain minor ports. For historical accuracy, Scapa Flow should be treated as a minor port, as well as all French ports excluding Brest, Marseilles and Toulon.


The following cities have a port capacity of 15: Athens, Brest, Oran and Toulon. The following cities have a port capacity of 10: Suez, Tobrouk, Tripoli, Lisbon, Casablanca, Gibraltar, Odessa, Baku, Riga, Stockholm, Oslo, Copenhagen, Stettin, Bremen, Hamburg, Amsterdam, Le Havre, Trieste, Bordeaux, Belfast, Lerwick, Venice, Naples, Messina, Bizerta, Spezia, Palermo and Genoa.

The following cities have a port capacity of 4: Murmansk, Arkhangelsk and Lindos. The following cities have a port capacity of 3: Lulea, Beirut and Narvik. The following cities have a port capacity of 2: Bengasi, Edinburgh, Hull, Portsmouth, Newport, Bristol, Bergen, Malmo, and Nice. All remaining major ports have a capacity of 5 and remaining minor ports have a capacity of 1.

Reinforcement Tracks

The reinforcement track for WIP remains unchanged except that all APB's scheduled to arrive after 5/42 must be produced through the US production system. All CW Naval reinforcements are unえた except and are provided in a table to follow. US Naval reinforcements are unえた except reference to naval units already deployed in the east coast box are ignored.

The reinforcement track for WIE is interpreted as follows. All general reinforcements are ignored except for RR units and the six amphibious (APB's) which arrive during 1942. Supply points are provided instead of IRP's. For each IRP the CW player is scheduled to receive, 2 supply blocks are placed in the East Coast box. For each IRP the FR player is scheduled to receive, 2 supply blocks are placed in any French North African port. For each IRP the IT player is scheduled to receive, 2 supply blocks are placed in any Libyan port. These supply blocks are in addition to any other sources of supply.

Armored fighting vehicle blocks are provided instead of MRP's. The AFV blocks arrive as normal ground units do. Air blocks are provided instead of AP's. The British player may divide his scheduled AP's among the three options of Commonwealth Air Blocks. Finally, LTU's are provided instead of Mobile Supply Units.

For the US player, only the reinforcements which could have been produced before cycle 13/41 are kept on the WIE reinforcement track. AP's are assumed to be FR Air Blocks.

Table I provides the naval reinforcements. Allied reinforcements are assumed to be British unless followed by (FR) for French. Axis reinforcements are assumed to be Italian unless followed by (GE) for German. Numbers following a ship type denote a particular ship or ship class. Numbers preceding a ship type indicate the number of ships of that class which are available. SS(F) and SS(C) denote fleet and coastal sub points, respectively.

Table II provides Air Block compositions for the various European airpowers. The characteristics of these aircraft are described in the next section.

Table III provides the AFV compositions for the various powers, as well as the characteristics of the AFV's. The anti-tank strength of the AFV is given in the column headed AT. This number is used in tank-tank combat in a way analogous to air-air combat. The bombardment strength of the AFV is given in the column headed B. This number is used to "bombard" ground units with effects similar to air bombardment. Beginning on 13/41, scheduled CW AFV Block reinforcements may have the US AFV Block composition. However, if this option is taken, the AFV's are placed in the East Coast box instead of in England.

Counter Changes

In order to combine the two games, many counters representing the many air and naval units of the European nations need to be made. These counters may be made fairly authentic looking by using colored die cut counters and marking them with a drawing pen. Table IV gives the ships of the British, Dutch, and US navies. The third column gives the total number of ships of each type, including the ships provided with the WIP game. The fourth column gives the pennant number of the additional ships required. Table V gives the ships of the navies not involved in the WIP game.

Most ground units remain unchanged with the understanding that the load point equivalence of a combat unit for the purpose of air and sea movement is equal to its combat strength. For the purpose of determining
supply requirements, the supply multiple of ground units equals 1 for regiments and brigades, 3 for divisions, and 4 for corps. In addition to making extra counters for airbases, baseforges and merchant shipping, etc., the German player should be provided with 15 x (2-5) engineer regiments and the following units for divisional decomposition: 40 x 2-5 infantry regiments, and 12 x 2-8 mechanized infantry regiments. The US player should be provided with 40 x 3-10 infantry regiments, 9 x 3-8 armored regiments and 18 x 2-5 engineer regiments. Mobile Supply Units are treated as LTU's of the WIP game. On the WIE maps they have the same supply capacity as in the WIP game but move as motorized units with a movement allowance of 10.

Table VI gives the characteristics of the WIE aircraft. Unfortunately creation of a suitable number of aircraft counters and HQ units takes a considerable amount of time. Therefore, producing these counters only as needed would be the best course of action.

**WIE Air Rules**

The new air rules for WIE are essentially identical to the rules of WIP. To take into account jets and rockets, rule 7.0 of WIP is amended as follows:

1. Jet fighters may fly only CAP. Jet fighters may not be used to provide close escort CAP. If the jet fighters are providing loose escort CAP then they function as normal fighters. Jet's performing intercept CAP alter the air combat routines as follows:

   **Routine A.** Step 2 is not executed

   **Routine B.** Step 2 is executed only if jets intend to execute Step 3

   **Routine C.** Step 2 is executed only if jets intend to execute Step 3, and Step 4 is not executed.

   **Routine D.** Step 3 is not executed.

2. V-1 Rockets may fly only bombardment strikes. In addition to a HQ, a baseforce must be located in the base hex. For each V-1 baseforce, a specific target hex must be recorded and may not be changed. This information is recorded on an index card. V-1 Rockets are considered air points but are destroyed when used and are not subject to replacement. Each baseforce may operate a maximum of 10 V-1 Rockets per air phase. V-1 Rockets may be destroyed by anti-aircraft fire, air-air combat (use Routine A) or in their base on the ground. Allied units are limited in their ability to defend against V-1 attacks. During the first attack the AA fire will not respond. During the second attack 25% AA fire may respond. During the third attack 50% AA fire may respond. In any further attacks, 100% AA fire may respond. Aircraft defending against V-1 attacks use 50% of their low altitude air-air combat strength.

3. V-2 Rockets may fly bombardment strikes only. In addition to a HQ, a level 5 baseforce is required to be in the base hex. This baseforce may not also operate V-1 rockets. A level 5 baseforce may operate a maximum of 10 V-2 Rockets per air phase.

Rockets may only be destroyed at their base on the ground.

4. HQ may operate V-1 Rockets or V-2 Rockets or jets or conventional aircraft, but not combinations of these types.

**WIE Supply Rules**

As in the WIP game, supply for ground units is determined by the expenditure of supply points. During the ground phase ground units must be provided with basic movement and combat supply. Units not provided with basic supply have their combat strength halved and are subject to attrition during the strategic cycle. Units not provided with movement supply may not move during the mechanized movement phase and may move during the initial movement phase only by forced march. Units not provided with combat supply may not attack. Supply is drawn from any hex containing supply points to which a supply path free of enemy units and their zones of control may be traced. This supply path's length may not exceed the maximum supply path length of one link of a supply path in the standard rules of WIE.

Unlike the WIP game system, supply points are not available in unrestricted amounts. The German, US, and Soviet players produce supply points during the strategic cycle for use during the following four game turns. Supply points for other countries are provided through several means. Excluding the Soviet Union, all countries which may be looted by the German player may create in their respective capitals a number of supply blocks (one SB = 100 supply points) per turn not to exceed the looting value of that country. For example, Italy may produce up to 5 supply blocks per turn in Rome, and England may produce up to 60 supply blocks per turn in London. However, the number of supply blocks that England may produce may be reduced due to German surface raiders and U-boats on the global sea lanes.

When the German player is able to loot a particular country, he no longer receives a production point bonus as in the standard WIE rules. Instead, the German player may create in the capital of the occupied country a number of supply blocks per turn not to exceed the looting value of that country. Only the German player is eligible to loot an occupied country. Liberated countries do not resume their ability to produce supply blocks. Supply blocks produced by the US player are placed in either the East or West Coast box. Supply blocks produced by the German player are placed in any operational manufacturing center. Supply blocks produced by the Soviet player are placed in any operational arms center or personnel center when produced by the expenditure of arms or personnel points, respectively.

Mobile supply units are treated exactly as LTU's of the WIP game. All mobile supply units have a movement allowance of 10 and function as motorized infantry for the purpose of movement.

As in WIP, the amount of supply a given unit expends depends on the unit's supply multiple. For simplicity, the supply multiple of all ground units depends only on the size of the unit as described earlier. To determine the number of supply points a ground unit must expend when moving, multiply the unit's supply multiple by the number of movement points expended.

Infantry units may move without the expenditure of supply points by force marching. At the end of the current movement phase in which a unit force marches, roll two dice. If the sum of the two dice is less than or
equal to the number of movement points expended in an unsupplied state, then the unit is reduced or eliminated (if the unit has no battlegroup). The basic supply cost for a unit is equal to the product of the unit's supply multiple and the movement point cost of the unit's hex. The combat supply cost is equal to the unit's supply multiple.

Supply points are also required to reorganize and rebuild units. Table VII gives the supply point cost for all the relevant ground units.

Supply points are also used for construction. The number of supply points a given unit may expend on construction depends on its nationality and its combat factor. In addition to the capabilities of the Allies listed in WIE Section 21.0, Soviet 1-4 and French 3-4's (after F/40) may become fortified in one game turn as described in WIE Section 18.0. RR units may expend up to 100 supply points per turn on rail repair only. RR units repair rail hexes by moving into them from an adjacent rail hex. It costs 20 supply points to repair a rail hex of the same gauge and 100 supply points to repair a rail hex of different gauge. Other ground units may engage in rail repair but may repair only the rail hex they occupy at the start of the ground phase. German ground units have the same construction capabilities as the Allies. All other nationalities have the same construction capabilities as the Japanese.

**AFV Rules**

Armored fighting vehicles had an important impact on the European theater as air power had on the Pacific theater, and therefore their use in WIE should not be abstracted. The AFV rules developed here have great similarity to and in fact share the charts and tables of the air power rules. This is so not only to allow easy assimilation of the AFV rules to players already familiar with the air power rules, but also because the use and effect of AFV's on ground combat has many similarities to that of aircraft.

**[50.1] AFV Characteristics**

There are 30 different types of AFV's in the game. These AFV's and their characteristics are given in Table III. AFV's may function in either of two roles. Their capacity to function in these roles depends on their tank-tan combat strength (column AT) and their bombardment strength (column B).

**[50.2] AFV Roles**

A: Used to attack enemy tanks. Only AFV's with a non-zero tank-tan combat strength may function in this role.

B: Used to alter the die role in the combat phase. Only AFV's with a non-zero bombardment strength may function in this role.

**[50.3] Armored Units**

AFV's are deployed offmap in much the same way as airpoints. Each mechanized combat unit should be given a unit number or name. This designation should correspond to a track on the Player's AFV Display Chart. It is suggested that historical designations be used for the identification of the armored and mechanized divisions.

**[50.33] Combat Unit**

Each combat unit may operate only a certain maximum of AFV's. These capabilities are given in Table VIII. Reduced combat units have their AFV capacity halved.

**[50.34] AFV's allocated to a combat unit in excess of its maximum allowance are liable to a much higher rate of attrition.**

**[50.4] Tank Depots**

AFV's may be placed in a hex without a mechanized combat unit. This is done by placing a labeled mechanized WIE replacement counter on the map and placing the tanks on the corresponding track of the player's AFV Display Chart. AFV's so deployed may not be used for attack or defense until transferred to a mechanized combat unit in the same hex. Tank depots may be moved by sea transport. Every 10-tank-tan combat strength points or fraction of 10 that a tank depot has equals one load point for the purpose of transport. Tanks may not be transported by merchant shipping unless explicitly in supply depots, i.e., combat units must unload their tanks before moving by merchant ship, and their tanks shipped separately.

**[50.5] AFV Transfer**

Tanks may only be transferred between units occupying the same hex at the end of the combat phase.

**[50.6] AFV Strikes**

Immediately before the resolution of combat involving mechanized units, players may attempt to use their tanks to alter the die roll. Only tanks attached to combat units currently under attack may be used. The procedure for AFV strikes is divided into five steps.

1. The phasing player announces the number and origin of tanks, if any, to be used in a given attack. The non-phasing player then announces the number of tanks, if any, to counter the attack.

2. The phasing player then determines the percentage of tanks which are available from each attacking mechanized unit. This procedure is similar to airpoint availability. If the mechanized unit did not move during the preceding movement phase, then 100% of its tanks are available. If the mechanized unit moved during the preceding movement phase then the percentage of tanks which are available is determined from Table 7.44. The column used on this table equals the number of hexes moved during the preceding movement phase.

3. Then both players divide their available tank forces into an escort/intercept and an assault group. The latter is determined by consulting the Tactical Initiative Tables (9.57). The first player's escort/intercept group attacks the second player's escort/intercept group, and then the second player's surviving escort/intercept attacks the first player's escort/intercept. The first player's surviving escort/intercept may attack the second player's assault group or surviving escort/intercept. The second player's escort/intercept may then attack the first player's surviving escort/intercept or assault group; the latter option is open only if the first player chose to attack the second player's assault group. Tank-tan combat is conducted in a way similar to air-air combat.

The combat strengths of tanks are given in the column headed "AT" in Table III. If the combat strength is given in parenthesis, then that tank may not be used in the escort/intercept role. Combat is resolved on the same table as air-air combat (Table 7.32) with the word "airpoint" replaced by the word "tank-point.

4. Surviving tanks of the assault groups must then endure the anti-tank fire of the combat units. Except for Soviet anti-tank brigades and German FLAK units, the anti-tank strength of a ground unit equals twice the supply multiple of that unit. The anti-tank strength of German FLAK units equals 6. Soviet anti-tank brigades on the defense still halve the combat strength of attacking mechanized units. Anti-tank fire is resolved on the Anti-aircraft Table (7.58) with the word "tank" replacing the word "aircraft.

The German and Soviet players roll on this table as the Commonwealth, US, and Free French. All other countries roll on this table as the Japanese.

**[50.7] Capturing AFV's**

Enemy tanks may be captured whenever a friendly ground unit gains control of a hex containing an enemy tank depot or when all enemy units in a hex containing tanks are destroyed and the hex is immediately occupied by friendly units. The procedure for capturing tanks is identical to that for capturing supply points. When more than one type of tank is present, the capturing player chooses which tanks are captured.

**[14.8] Supply of AFV's**

Mechanized units are the only units that need to be supplied for tank operations. Exclusive of basic, movement, and combat supply, mechanized units must be supplied with two tank supplies to first engage their tanks in operations. The amount of supply needed per cycle depends on the maximum tank capacity of the unit. For units with a maximum capacity of 10 or less, 15 supply points per cycle are required. All other units require 100 supply points per cycle.

**[14.81] Supply**

For all mechanized units is normally provided during the Strategic Game-Turn.

**[14.82] Supply points**

The supply points expended for a given unit must have begun the phase in the same hex as the combat unit.

**[14.83] Mechanized units**

Mechanized units not provided with AFV escort supply may not allocate their AFV's escort/intercept or assault roles. Unsupplied markers are placed on the corresponding track of the AFV Display Chart.

**[14.84] Unsupplied mechanized units**

May also be supplied at the beginning of any Game-Turn. However, the amount of supply required remains the same.

**[19.5] AFV Attrition**

All AFV's deployed in mechanized units suffer a 10% loss in strength each cycle. Losses are taken using the same procedure as for air points. AFV's deployed in tank depots are not subject to attrition.

**Strategic Game-Turn**

The Strategic Game-Turn must be modified to include the tactical U-boat, merchant shipping, and bombing phases of the WIP system. For simplicity, the Sequence Outline of the Strategic Cycle of WIE should be replaced by that of WIP. The Reinforcement/Production Phase, Merchant Shipping Phase, Submarine Phase, Cycle Supply Phase, Strategic Bombing Phase, and the Production Phase retain their WIP character. The following set of rules are intended to clarify the extent of this character.

**[34.0] GERMAN PRODUCTION**

In order to more realistically simulate the German economy, Germany must transport Import Blocks to her manufacturing centers from her resource centers. The procedure for this is exactly the same as for the Japanese player. Unlike the Japanese player, the German player may expend any number of Import Blocks from his Import Block Pool up to the limit of the number of operational manufacturing centers. The number of Import
Blocks so expended, multiplied by the current economic multiple, determines the number of production points to be added to the production pool.

[34.1] **Swedish Resource Centers**
The German player may use the Swedish merchant shipping to transport Swedish Import Blocks from Swedish ports or the Norwegian merchant shipping (to transport goods out of Narvik). The German player may not move the merchant ships of these neutral countries except to form pipelines from the neutral country to a German port, or to dissolve such a pipeline. In the latter case the merchant ships are returned to the nearest home port in the next active naval phase.

In payment for the use of the merchant shipping, the German player must transport supply points whose load point equivalence is equal to the throughput capacity of the neutral merchant shipping pipeline to the neutral country. These supply points are removed from play and may not be captured even if the neutral country is subsequently invaded. These supply points are assumed to be transported by the same pipeline transporting the Import Blocks.

The transport of the Import Blocks depends on the simultaneous transport of supply points with a load point equivalence equal to the throughput capacity of the pipeline. Should the German player fail to provide enough supply points, the throughput capacity of the pipeline may be reduced to the level the German player can supply (in increments of 25 load points). Any merchant ships converting to tactical mode are returned to the nearest home port in the next active naval phase, unless reconversion to merchant shipping pipeline in the following Mode Segment of the Merchant Shipping Phase. No time may the German player import more load points worth of Import Blocks through a neutral pipeline than export load points of supply (payment).

The German player is not required to use neutral shipping for the transport of Swedish Import Blocks. The Allied player may attack the neutral shipping as if it were German. Attack on any shipping in territorial waters (coastal hexes) is considered to be a declaration of war. However, the Allied player may attempt to force the pipeline out of territorial waters by placing mines in the coastal hexes. This action and its consequences is not considered a declaration of war.

[34.6] **German Production Cost Chart**
The German Production Cost Chart (Table IX) lists the number of Production Points which the German player must expend in order to initiate the production of any unit. This chart replaces the Production Cost Chart and Production Spiral of WIE. The chart also lists the number of cycles it takes for any particular unit to be produced.

[34.9] **Soviet Production**
Soviet production is unchanged except that the Production Cost Chart and Production Spiral of WIE is replaced by the Soviet Production Cost Chart given in Table IX.

[35.0] **ALLIED STRATEGIC BOMBING**
The strategic bombing follows the same procedure and has the same effects as in WIE, with the following additions.

[35.5] **Fire Bombing**
Beginning with the 1/4 Cycle the Allied player may conduct Incendiary attacks against German Manufacturing Centers with the same effects as against Japan.

[35.8] **Naval Yard Bombardment**
The Allied player has the ability to delay the arrival of German U-boats by strategic bombing. This mission is identical to the bombardment of ports but has no effect other than the delay of U-boat arrival. The number of cycles U-boats currently on the reinforcement track are delayed is determined by rolling on the Bombardment of Ports and Bases Table. The result "S" delays by one cycle only the U-boats which were to arrive in the following cycle. The result "DX" delays the arrival of all U-boats on the reinforcement track by X cycles. U-boats initiated into production in the current or succeeding cycles are unaffected by the result. All U-boat production is assumed to occur at Keil, although in actuality the production was more evenly distributed among German ports. This mission may be used only once per turn. An additional unit is eliminated if the German player wishes to allow the German player to distribute his U-boat production among all his home ports for added realism. Then the naval yard bombardment would affect only the U-boats at the hex under bombardment. In addition the German player must record the U-boat production at each port (giving the number and completion dates) on a separate index card. This index card would be subject to possible Allied inspection through the Allied Intelligence rule.

[22.0] **ALLIED INTELLIGENCE**
Beginning with the 9/40 Cycle and ending with the 9/44 Cycle the Allied player (not Soviet) has the ability to know certain Axis plans and intentions using the same procedure described in the WIP rules. The Soviet player does not receive any immediate benefit from this intelligence, therefore the Soviet player is given his naval missions at the same time as the German player. In a multi-player game the Allied player is not obligated to make reports to the Soviet player.

[26.0] **OFF-MAP MOVEMENT**
The following set of rules are intended to amend Section 26.0 of WIP to permit Axis forces on the Off-Map Display and allow naval units to engage each other.

[26.45] Omit this rule restricting movement on the global sea lanes.

[26.8] **Search and Contact on the Off-Map Display**
Whenever opposing task forces end the Third Naval Phase in the same box or circle on the Off-Map Display the players roll on the Search and Contact Table. The number of search points equals six minus the total number of circles or boxes moved by both task forces.

[26.81] Task forces containing one and only one German Armed Merchant Ship may escape contact by enemy task forces by rolling three or less in an additional die roll after rolling on the Search and Contact Table.

[26.82] German Task forces in the African Coast or East Coast Holding Areas are automatically contacted by an Allied task force at the option of the Allied player.

[26.67] The British player implicitly transports up to 60 supply blocks from the African Coast Box to the port of London. This importation does not require the explicit use of any merchant shipping. However, the number of supply blocks which may actually be placed in London each game turn is reduced by the action of German U-boats and surface raiders on the global sea lane between the England and Africa Coast Holding Areas. Record the current import capacity by a marker on the Allied Record Track. At the beginning of each Strategic Game-Turn the import capacity marker is increased by 10% but may never rise above 60 Supply Blocks per Game-Turn. After the completion of the Submarine Segment of the Strategic Game-Turn, the import capacity marker is decreased by an amount corresponding to the level of damage inflicted by the German player. These are the only times the import capacity marker is changed, and its position represents the import capacity for the following 4 Game-Turns.

The level of damage inflicted by the German player is recorded by an additional marker. After the damage is transferred to the import capacity marker at the end of the Submarine Segment, the damage level marker is reset to zero. At the end of the third naval phase of each Game-Turn, the German player totals the bombardment strength (modified due to damage) of all naval units in task forces on the global sea lane between the England and African Coast Holding Areas and adds one to the current damage level marker. In addition, for each hit result achieved by sub points on the global sea lane between the England and African Coast Holding Areas, add one to the damage level marker.

[26.68] The German player may also attack the explicit transport of cargo on the global sea lanes. The procedure for this is the same as attack on other MS pipelines except that the search point total equals the number of increments of 25 load points, minus 14, plus the number of U-boats or, for task forces, the engagement value.

[14.9] **Alternate Sources of Supply**
Certain units may be provided with basic supply outside the expenditure of supply points. All units in a hex of their home country are automatically provided with basic supply. German units are provided with basic supply in any country they are eligible to loot. Any country which is liberated by another country provides supply for units of that country.

[26.10] **Exchange Of Units Between Theaters**
In general, all units may be transferred between theaters. The transfer of naval and air points has no restrictions. The transfer of ground units is accomplished by exporting a particular unit from one theater and importing the corresponding unit to the other theater. For example, a US 11-3 infantry division withdrawn from the Pacific theater would appear as an 8-10 in the European theater. US Marines may not be transferred out of the Pacific theater and RR units may not be transferred out of the European theater. The number of units of a particular type deployed in each theater may not exceed the counter availability.

[7.68] **When Bombarding AFY's**
Only dive-bombers (D) and fighter-bombers (FB) can bomb U-boats. Losses are calculated in the same manner as with the bombardment or air headquarters.

This article is to be continued in MOVIES 46, with further special rules and all of the charts and figures referred to thus far.