

*Gary Grigsby's*  
**WORLD AT WAR**  
**A WORLD DIVIDED™**

**GAME MANUAL**



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## **EPILEPSY WARNING**

**PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.**

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

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- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.



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## 1.0 INTRODUCTION

### 1.1 MAIN MANUAL

The World at War – A World Divided™ system is a unique wargame that combines classic area movement and production, repair, and research to create a true strategic sense of responsibility. Conquest and liberation is about the tools of production – population, resources, and factories – taken and held by military units that can be upgraded through a detailed yet simple research process.

In A World Divided™, the players take control of one or more World Powers on either the Axis or Allied Side. The Axis are determined to conquer the world, while the Allies are seeking to stop them at all costs.

### 1.2 INSTALLATION

Please ensure your system meets the minimum requirements listed below. To install the game, insert the A World Divided™ CD into your CD-ROM drive. If you have disabled the Autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

#### **MINIMUM SYSTEM REQUIREMENTS**

**OS:** Windows 2000/XP

**Processor:** Pentium III 800 MHz (2 GHz Recommended)

**RAM:** 512 MB (1 GB Recommended)

**Video Card:** 1024x768 or higher, 32 MB Video RAM (128 MB Recommended)

**Sound Card:** 16 bit Direct Sound compatible

**CD-ROM:** 8X

**Hard Drive:** 500 MB Free Space

**DirectX Version:** DirectX 9.0

#### **UNINSTALLING THE GAME**

Please use the **Add/Remove Programs** option from the Windows Control Panel to uninstall the game.

### 1.3 PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. Keeping up with these updates is made easy and is free by signing up for a Matrix Games Member account. When you're signed up, you can then register your Matrix Games products in order to receive access to these important game-related materials. Doing so is a simple two step process:

**Sign Up for a Matrix Games Member account** – this is a one time procedure; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to [www.matrixgames.com](http://www.matrixgames.com) and click the Members hyperlink at the top. In the new window, select **Register NOW** and follow the on-screen instructions. When you're finished, click the **Please**

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**Create My New Account** button, and a confirmation e-mail will be sent to your specified e-mail account.

**Register a New Game Purchase** – Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website ([www.matrixgames.com](http://www.matrixgames.com)). Click Register Game near the top to register your new Matrix Games purchase.

Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking **My Games**. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a **Downloads** hyperlink that takes you to a page that has all the latest downloads, including patches, for that particular title.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again – at that point you are free to register for any Matrix Games product you purchase. Thank you and enjoy your game!

## 1.4 GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the **Forums** hyperlink.

## 1.5 TECHNICAL SUPPORT

Should you have a technical problem with the game, the best way to get help is to post a note in the Technical Support sub-forum within the A World Divided™ forum at <http://www.matrixgames.com>. You'll then hear back from either Matrix or 2by3 personnel, or from one of the many helpful players of the game. This is usually the fastest way to get help. Alternatively, you can email your problem to [support@matrixgames.com](mailto:support@matrixgames.com).

### **DISPLAY ISSUES – 800 X 600**

If your screen seems distorted during play, manually set your display settings to 1024x768. Players with monitors set for 800x600 may have a problem when they run the game.

To change your screen display size, click **Start, Control Panel, Display**, select the **Settings** tab, and under **Screen Resolution** set the display to 1024x768.

### **GAME SPEED**

To ensure that A World Divided™ runs at the most optimal speed, download and install the latest drivers for your video card.

### **ALT-TAB KEY COMBINATION USAGE**

It is NOT recommended that the player use the Alt-Tab keys to exit from the game when in Full Screen mode, as using this keystroke combination may result in the game locking up. Players that wish to go in and out of a game of A World Divided should play in Windowed mode.

## 2.0 GETTING STARTED

As the flash of rifles and booms of artillery and bombs along the borders of Poland heralded the infancy of World War II, the world's at large was slow to react. The goals and ambitions of the power-mad in the granite and marble halls of Berlin and sprawling military complexes in Japan prodded a complacent world into action, albeit slowly. Because of that, the conflict would soon escalate to a gigantic scale never before seen and never seen since; when the dust settled six years later, the evils of Nazism and Japanese expansion were put down, but at a heavy price.

A World Divided™ brings to the player's PC a wide array of abilities and options when fighting for world domination or liberation during the titanic years of 1939-1945 and beyond. Taking the part of one or more of the world's foremost powers (Germany, Japan, China, Russia, or the Western Allies), the player vies for strategic control over a wide variety of terrain, resources, and economic capacities. By manipulating the game's options, the player may select as simple or challenging a game as they wish.

This game molds some of the best strategic features offered in any board or previous PC game, giving players the chance to be a nation's overall commander, directing invasions, counterattacks, and making long-range plans. The role of manager of a nation's production can also be taken, allowing the player to choose what units to build to meet their war aims, as well as the ability to research newer and/or more capable weapons.

## 2.1 DEFINITIONS AND TERMS

Initially, several of the game's terms may not be completely clear. For reference purposes, please refer to the list below for detailed descriptions.

**Naval Value** – The Naval Value in a region is calculated by adding twice the number of Heavy Fleets to the number of Light Fleets, Carrier Fleets, and Carrier Air units (Carrier Air units only count if its home base is a Carrier Fleet in the same region).

**Patrolling Air Unit** – An air unit that during non-player turns (and at the beginning of its player-turn) is not located in its home base (either a friendly land region, or for a Carrier Air unit, the region containing the Carrier Fleet it is attached to) and not currently riding in a Transport Fleet.

**Declared Combat** – Whenever units from one player declare an attack on units of another player. This does not include Opportunity Fire (or, "Op-Fire"), which is automatically resolved and not Declared Combat.

**Captured Factory** – A factory with a Nationality that is hostile to the player controlling the factory.

A region is hostile when the Nationality of the hostile region is at war with the player currently controlling the region. In other words, if Germany attacks Russia, all Russian-owned regions that Germany occupies are considered hostile to Germany for the purposes of this definition. Furthermore, the occupied region is hostile to any Nationality that is part of a World Power that declared war on that region's owning Nationality. So, continuing the above example, if Germany attacks Russia, any Russian-owned regions are considered hostile to any of Germany's owned minor Nationalities (Hungary, Bulgaria, etc.).

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**Production Point** – One Factory Point plus one Resource Point equals one Production Point.

**Tactical Movement** – A unit may utilize Tactical (or, Normal) Movement between regions by physically moving under its own power – in other words, expending Movement Points (MPs).

**Strategic Movement** – A unit may utilize Strategic Movement between regions by using Rail and/or Transport Fleet capacity. A unit that uses Strategic Movement may not move Tactically in the same turn.

**Amphibious Movement** – A form of Strategic Movement that involves movement of a unit or units via one or more Transport Fleets into an enemy controlled land region (whether it is occupied by enemy units are not).

**Random(x)** – This stands for the computer finding a random integer number between 0 and x-1. **Example: One player has 2 SIGINT points and the other has 4 Security points. If Random (SIGINT) is greater than Random (Security) would mean the computer determining a number that is either 0 or 1 and comparing it to see if it is greater than a number that is either 0, 1, 2 or 3. In this case, the chance that Random (SIGINT) will be greater than Random (Security) is 1 in 8.**

**Die(x)** – This stands for the computer rolling an x sided die to determine a value. **Example: If War Readiness increases by Die(4), it will increase by a number that is either 1,2,3 or 4.**

## 2.1.1 WHOSE SIDE ARE YOU ON, ANYWAY?

In A World Divided™, there are several levels of sides that define each participant's place in the scheme of things. From lowest to highest, they are Nationality, World Power, and Side.

### NATIONALITY

A Nationality is a single country; in A World Divided™, there are 38 in the game. Some Nationalities may possess only one region (e.g. Hungary), while others may possess more than one (e.g. the Soviet Union).

Nationalities are important in A World Divided™ by defining what countries originally own what regions on the game map. Nationalities may be controlled by a World Power, depending on the Nationality. If a Nationality is Neutral and is attacked by one World Power, the Nationality will offer to join the opposing Side.

### WORLD POWER

A World Power is a player-controlled entity. Each player chooses one or more of the five available World Powers, and controls that Power's military units and/or production. Some World Powers are made up of several Nationalities; for example, the Western Allies in 1939 is made up of France, the UK, Canada, the Commonwealth, Poland, and the United States. Each is a separate Nationality but for game purposes one player controls an overall military and economic structure in one lump form.

Several Nationalities are also World Powers. While Germany itself is a single Nationality, it is also a single World Power. As a World Power, it can take control over other Nationalities that can enter the war on Germany's side. Japan begins each scenario as a World Power in control of just its own Nationality, as does China (although Siam can join Japan as a Japanese-controlled Nationality, much like how Italy can join Germany as a German-controlled Nationality). The Soviet Union consists initially of just the Russian Nationality. Each of these World Powers may be joined by other Nationalities during the game.

# Introduction & Getting Started

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## SIDE

There are two 'Sides' to the game - the "Axis" and the "Allies." The Axis Powers are made up of Germany and Japan, and are bent on conquering the world. The Allied Powers are made up of the Western Allies, China, and the Soviet Union, who are determined to stop the Axis.

The game is won or lost by Sides; only the Axis or the Allies may win. For example, Germany may occupy the Soviet Union from the Polish border to Siberia, but if the Western Allies conquer Germany and Japan, the Axis lose.

You have read correctly – the Allied World Powers never surrender due to physical conquest - i.e., occupying an Allied World Power's capital does not mean that Power falls; it will continue to fight as long as it has the means to do so. If an Allied World Power is occupied from one end to the other by an Axis World Power(s), and all of its military units are destroyed, it can still be freed from occupation by another Allied World Power (or, liberated) and fight again another day.

Conversely, either of the Axis World Powers (Germany or Japan) will surrender when their home regions are physically occupied by the Allies. Once these home regions are occupied by the Allies, that Axis World Power will surrender and for them, the war is over. The Axis must win the game by conquering enough economic resources to outstrip the Allies and force them to concede while doggedly protecting their homeland from harm.

East vs. West exception: In the East vs. West scenario, the two sides are the "Soviets" and the "Allies." The Soviets consist of the Soviet Union and the "Allies" consist of the Western Allies. This is also true if the players choose to continue a standard World War II scenario with the post-World War II continuation game where the Soviets attack the Western Allies.

## 2.2 CONTROLS

A World Divided™ is controlled mainly by a mouse and minimal input via a keyboard. The player may scroll the screen by moving the mouse cursor to the edge that they want to move the direction in (to move East, for example, move the cursor to the right edge of the screen).

Otherwise, normal mouse conventions hold true here; left clicking on a button or an object on the screen will allow the player to interact with it. About 90% of the game's functions can be accessed through the Tool Bar located across the top of the screen; a summary of these buttons as well as their associated Hot Keys are displayed in Section 3.1.

Further description of interacting with units and regions is found in the pages that follow.

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## 2.3 STARTING A GAME

After A World Divided™ loads, the Main Menu screen will be displayed. The player can set their game choices from the menu items shown.



Each of the five World Powers – Germany, Japan, the Soviet Union, China, and the Western Allies – is listed at the left of this table (if the East vs. West scenario is selected, only the Soviet Union and the Western Allies will be listed). Each World Power has two sides of the war that can be managed by either a Human or Computer player – Control and Production. Control refers to directly controlling the military units on the board for that particular World Power, moving them as needed and sending them into battle; Production refers to the direction of the sinews of war, determining what units are built and where. Control over Production involves not only building new units, but also with Research and Supply Production. Players who only want to concentrate on the military aspects of the game may set Production to Computer control instead; the computer will then generate production and research.

To change Control or Production from Human to Computer and vice versa, click the Human or Computer image displayed. Clicking on the name of the World Power will change both items for that World Power.

Once all Game Options, Preferences, and other items are selected, click a scenario from the right-hand list and click on the arrow in the bottom right of the screen to begin your game.

### 2.3.1 PBEM

Click the PBEM box to the left of the arrow button to set the game as a Play-by-Mail game.



When PBEM is selected, each human-controlled World Power will have a number displayed in the 'Control' column of the Main Menu. This number will be from 1 to 5 and will allow the user(s) to create up to 5 different players for PBEM play by clicking on the numbers and assigning player numbers for each World Power.

Essentially, each individual player is assigned their own unique number. If the player is going to run more than one World Power (within the same Side, as it is not possible for one player to run

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an Axis and Allied World Power, e.g. Germany and China), then each of the World Powers that one player will run are going to be assigned the same unique number.



For example, let's say Player A is going to run Germany in a PBEM game. He's assigned a unique number – let's say '1' just as an example. If he is playing Japan also, then his unique number – '1' – is assigned to both Germany and Japan.

For each Side, the computer will create as many players as there are distinct numbers for the World Powers of that Side.

Another example would be a four-player PBEM game where the Chinese and Western Allies World Powers will be played by the same person. In this case, Germany should have one number and Japan should have a different number (since the two Powers are being played by different persons, they should receive different numbers). The Soviet Union should have one number, and then the Chinese and Western Allies should have the same number, but different from the Soviets (e.g., Germany - 1, Japan - 2, Soviet Union - 3, China - 4, Western Allies - 4).

**IMPORTANT:** Remember that World Powers on different Sides can **never** be run by the **same** player in PBEM play. Germany and Japan are on the 'Axis' Side, while the Western Allies, China, and the Soviet Union are on the 'Allied' Side. Players may not mix and match Sides (e.g., trying to play a game where China and the Soviet Union are fighting as a team against everyone else).

In addition, each player will be asked to enter a password on their first turn of play. From this point on, whenever this player loads a saved game, they will be asked to enter their password. When a player playing PBEM, other than the one that initiated the game, creates his password the computer will check the data files being used against the same data files on the player's system. If they do not match (or if the player does not have the files), the game will show a warning message. In this way, player's will be able to tell if they are playing the standard scenarios (or a modded scenario that all players have on their systems), or are playing with modified scenario data.

Save game files are saved in the root directory of the game (in the DAT\SAVE folder) and should be e-mailed to the next person for play. The 'next person' is determined by the order that the World Powers play in – read on for more information.

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## 2.3.2 ONLINE (TCP/IP) PLAY

To host an online game, the hosting player should first select the desired Game Options. Once these are selected, the player should select the TCP/IP box, select the scenario they wish to play, and then click on the arrow button.



The player will then be taken to the Online Game Options screen. On the left of this screen you will see places to enter your Local Address, Port number (default if nothing is entered will be 2501), your Game Name (default if nothing is entered will be WW2 Host), your Password (default if nothing is entered is no password, if you enter a password, then the other players must enter this password to enter the game), and your Player name (default if nothing is entered is Host Player). **Click in the black rectangles to change the existing value.** Once you are ready, click on Host a game.



This will take you to the Online Game Window. On this screen, you will see a list of the five World Powers and which player is currently assigned to play each (AI means a computer player), the

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timer value for each of the World Powers, and the list of players that have joined the current game.

## CHANGING A WORLD POWER'S PLAYER

To change which player is playing a World Power, first click on the player's name and then click on the World Power. To change a timer value (time allowed per game turn), click on the timer value on the screen.

Once all settings are complete, the host can begin the game by clicking on Start Game.

## CONDUCTING CHAT

Players may conduct chat by either pressing Enter or clicking on the last line of the Online Game/Chat Window. This will activate the bottom line for entry of a chat message. When done typing, press Enter to send the chat message. If players click away from the message line while it is active, the line will lose focus. Click again on the line to regain chat focus. Players may initiate chat that is limited to just those players that are part of their Side. This is done by typing "/team" at the start of the chat message. To revert to all player chat, type "/all".

At the top right of the screen are two buttons. The left-most button allows the host player to place a hold on the current game. This happens automatically when a player drops out of the game. A player that has dropped may rejoin the game. Players may be reassigned to different World Powers whenever the game is on hold. The right-most button allows the player to minimize this window. The maximize button will appear on the screen near the timer. The Window may be resized and may be dragged on the screen using the left-click, hold and drag method of moving the window.

On the game preferences menu there is a preference item that allows you to change the amount of transparency of the Online Game/Chat Window background. This preference is called Chat Box Opacity. Enter a number between 0-100 to adjust the amount of transparency.

## JOINING AN ONLINE GAME

To join an online game, the player should select the TCP/IP box and click the Start Scenario button. The player will be taken to the Online Game Options Screen.



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On the right side of this screen, you will see places to enter the Host Address (this is not needed if joining a game on a LAN), the Port number (like with hosting this will default to 2501 if nothing is entered), and the Password (this must match the password the host used when he initiated the game; no password is the default).

**Click on the black rectangles to change the existing value.** Be sure to enter a Player Name (if none is entered, it will default to "WW2 Player"). When ready, click Look for a game. You will see a list of games that are available at the selected IP address and/or on your LAN. Click on the game you wish to join. This will take you to the Online Game/Chat window. See the information above concerning this window.

**Each computer involved in the online game must be using a different A World Divided™ registration number.**

During an online game, the Replay Current Turn function is not available.

## SAVING AN ONLINE GAME

To save an online game, the host player may save the game during his game turn. The host may also save the game during another player's turn if he first places the game on hold. To restart a saved online game, the host player should click on the online check box and then click on the Load Game button. This will allow you to load in your saved game. At this point, other players can join this game just as they would any new online game. It is not possible to switch between PBEM and online play mode using a saved game, as PBEM saves are different from online game saves.

### 2.3.3 DIFFICULTY LEVEL

The player may select a Difficulty Level for the current game. This controls how much of a fight computer-controlled Powers will put up, and may be set to five levels: Easy, Normal, Challenging, Hard, and Impossible.



**Easy:** At this level, each of the computer-controlled players suffers an Attack Help disadvantage of -2.

**Normal:** Computer-controlled players gain a Transport Level of 200.

**Challenging:** Here, each of the computer-controlled players gains a Supply Help value of 50 (10 for China, 100 for the

Western Allies) and a Transport Level value of 200.

**Hard:** If this is selected, each of the computer-controlled players receives a Supply Help value of 75 (20 for China, 150 for the Western Allies), an Attack Help value of 2, and a Transport Level of 200.

**Impossible:** It doesn't get much tougher than this. At this level, each of the computer-controlled players receives a Supply Help value of 100 (30 for China, 200 for the Western Allies), an Attack Help value of 4, and a Transport Level value of 200.

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## 2.3.4 LOAD GAME

Click the **Load Game** button to load a previously saved game.



A window will display; select the saved game from the list at left. Information regarding the game is displayed at right, including the current turn, the player whose turn it is, the phase, and a list of all World Powers indicating who is controlled by the AI and who is human-controlled.



The **Show Autosaves** check box, if selected, will display all autosaved games. If the **Auto Save Game** option in the Game Preferences screen is selected, A World Divided™ will automatically save the game just before each player's turn.

The **Show PBEM Saves** check box, if selected, will display all PBEM saved games.

To load a saved game, select the game and then click the check mark in the upper right corner.

Just below the Save date on the Load Game screen, during PBEM games you will find the text message Console: 0.

This indicates the number of times that the data in the game has been altered by the players. This should always be 0, as players should never attempt to alter game data. If you see a value greater than 0, your opponent has tampered with the game data.

### NUMBER OF GAME LOADS

Also displayed here are how many times each player has loaded a saved game during the current turn when playing in a PBEM game. Some PBEM players prefer



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that players not be able to replay all or part of their turns. We've added this Loaded Count feature for those players. The Loaded Count appears just after the Console message on the Load Game screen. The game will track the number of times the game has been loaded during a player's turn.

Saved On: 11/26/2005 17:54  
Console: 0, Sc: 6, We: 8, Cr: 1

Each time a saved game is loaded, the save, and all other saves by this player this turn will have that player's load count increased by one. Whenever a new save is made, the load count only for this save will be decreased by one. Whenever a PBEM game is saved, the game will automatically exit to the main menu. As long as a player always loads the most recent save (and only loads each save once), the final load count for the player's save that they pass to the next player will be 0. So when you load a saved game, if the value is ever greater than 0 for any of your opponents, you know that that opponent has loaded a save more than once (allowing them to retry a portion of their turn). The loads are listed for each of the five World Powers: Germany (Ge), Japan (Ja), Soviet Union (So), China (Ch), and Western Allies (We) (although nothing is listed for a player if their load count is 0). Whenever the German or Soviet player loads a saved game, the load counts of the previous players are zeroed out.

**If you try to exit from game to the Main Menu when playing a PBEM game, a reminder that PBEM games are to be saved to avoid the Reload (Cheat) counter from incrementing will be displayed.**

*Example: The Soviet Union is played by Player #3 and China and the Western Allies is played by Player #4. The Soviet player loads the save received from the Japanese player and starts playing. They then save the game, exiting to the Main Menu after the save. The Soviet player then loads his save, finishes the turn, saves the game and e-mails the save to Player #4. When Player #4 loads the save, he will see no load count as the Soviet player did not make any extra loads. Player #4 moves for the Chinese and then during the Western Allies' turn they save the game. Player #4 loads this new save, continues the turn, but exits to the Main Menu. They then reload their save. Since this is an extra load, the Western Allies' load count will be increased. If Player #4 completes the turn, saves the game, and sends it to the German player, the German player will see We: 1 on the Load Game screen for this save, and will know that during the Western Allies turn an extra load was made.*

## 2.3.5 GAME OPTIONS

Click the Game Options button to display a new screen, where more specific settings may be selected.

There are nine settings for each World Power. Their default values are all the same (except in the case of setting Difficulty Levels), but can be manipulated for each Power in order to further handicap or give bonuses to one World Power or another. Note that setting the Difficulty Level (section 2.3.3, above) of the game to anything besides the default setting will automatically change information in this screen.

**Please note: once a PBEM or Hot Seat game is begun, none of these options may be changed.** The options include:



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**Computer Controlled:** Designates whether or not the World Power is controlled during the Movement/Combat Phase by the computer. On the main menu screen these values are indicated either a human's face (indicating Human control) or a computer monitor (indicating Computer control). When playing with computer control, you may interrupt the game during the computer's turn. Press Ctrl-P to pause the computer and gain control over the top toolbar. This only allows you access to information, and does NOT grant you access to control the computer-controlled World Power. Press Ctrl-R to resume the computer's turn.

**Computer Production:** Designates whether or not the World Power is controlled during the Production Phase by the computer. On the main menu screen these values are indicated either a human's face (indicating Human control) or a computer monitor (indicating Computer control).

**Advanced Supply:** When this option is selected (checked), that World Power is subject to follow the rules for Advanced Supply (see section 12.1 for details).

**Fog of War:** When this option is selected (checked), that World Power is subject to follow the rules for Fog of War, which limits what that World Power can see of the enemy.

If Fog of War is on, players won't see enemy units in production on the Military Forces screen. Also, beakers in attribute columns, indicating enemy player research on the Unit Data screen, will not be displayed. On the map, the only enemy units visible will be those in regions adjacent to one of the player's friendly regions or units, or within two regions of a friendly Air unit with a speed of 2 or greater that is at its home base (see section 7.1.9 for details on air unit home bases). In addition, there will be an indication of enemy ships in port in the port symbol for all ports on the map. Spies and Signals Intelligence may lift some of the fog of war (see section 9.0).

**Auto Supply:** This option can only be selected if the Advanced Supply rule (above) is selected for the same World Power. When this option is selected (checked), that World Power's supply is subject to automatic movement to where they are needed (see section 12.1 for details).

**Area Supply:** This option can only be selected if the Advanced Supply rule (above) is selected for the same World Power. When this option is selected (checked), that World Power is subject to the Area Supply rule (see section 12.7 for details).

**General Difficulty Level:** This toggles between the five Difficulty Levels in the game: Easy, Normal, Challenging, Hard, and Impossible. Changing difficulty levels will automatically change the next three options for computer-controlled players. If the following three options are changed at all (Supply Help, Attack Help, or Transport Level), this changes to Custom.

**Supply Help:** Entering a number in this field (from 0 to 999) will grant the World Power that many free Supply Points each turn.

**Attack Help:** The player may enter a positive or negative number in this field. This number will affect the player's combat. A positive number grants an advantage, while a negative number grants a disadvantage.

**Transport Level:** This is a percentage value that modifies the strategic lift capacity for the player's rail and transports. A value of 100 is considered standard; At difficulty levels Normal, Challenging, Hard, and Impossible, computer players are set to 200 (which doubles their Strategic Movement capacity).

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**No Supplies Required:** If selected (checked), supplies will not be needed for any purpose (move, attack, repair, etc.). There is no need to build Supplies. Since the game was intended to play with Supplies Required, selecting this option will seriously alter the game balance. We suggest this option only be used by players new to the game (see section 12.9 for details).

**No Auto Victory:** No Automatic Victory will be possible in the current game. Refer to section 14.5 for more details on Victory. Games played with Auto Victory may still be continued after an Auto Victory is scored if the players desire to do so.

**No End Date:** If selected (checked), the normal end date for the scenario will be ignored and the game will continue until either an Automatic or Total Victory condition is met (see section 14.6 for more details).

**Reset to Default:** Click this button to restore all default game settings. This option is not available during a game.

## 2.3.6 GAME PREFERENCES

**German soldier's observation of the Luftwaffe shortly after D-Day: If the plane in the sky is silver, it's American, if the plane is blue, it's British, if the plane is invisible, it's ours.**



## USER PREFERENCES

**Screen Mode:** Select either Windowed (left choice) or Full Screen (right choice). The Windowed display cannot be resized. Never Alt-Tab while playing, as this can lock up the game.



**Graphic Quality:** The left (up) arrow is the High setting, while the right (down) arrow is the Low setting. The game must be exited and reloaded for the change to take effect. Note that a Low setting is recommended for older machines or those with low memory or older graphics cards. If map scrolling and combat and/or move animations look sluggish, use the Low setting.

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**Scroll Speed:** This sets the scroll speed of the map, which is the time in seconds it takes to scroll across the world one time. The value can be from 1 to 30 seconds.

**Message Delay:** This sets the amount of time a pop-up message will display on the game screen, in seconds. The value can be from 1 to 30 seconds. If a '0' is entered, **no** messages will be displayed.

**Region Pop-up:** When selected, a small pop-up window is displayed that tells the player the name of the region the mouse cursor is over, as well as infrastructure information and an analysis of potential combat in the region.

**Pop-up Delay:** This sets the amount of time in seconds before a pop-up message will display on the game screen. The value can be from 0 to 30 seconds. If a '0' is entered, the pop-up will be ever present.

**Combat Report Delay:** This sets the amount of time in seconds a Combat Report window will display on the game screen. The value can be from 0 to 30 seconds. If a '0' is entered, **no** Combat Reports will be displayed. If you miss a Combat Report, the **Detailed Combat Report** button in the Tool Bar (or press **F2**) can be selected to view a detailed combat report for the most recent battle.

**Show AI Combat Reports:** When selected, the game will display Combat Reports for battles fought during computer-run turns.

**Show Move Animation:** When selected, the player will see units physically move (or 'slide') from their starting region to the region selected for movement.

**Player Animation Speed:** This sets the amount of time in seconds it takes for a player's Move Animation to execute. The value can be from 0 to 30 seconds. If a '0' is entered, **no** Player Move Animation will be displayed on the map.

**Non-Player Animation Speed:** This sets the amount of time in seconds it takes for a computer-controlled Move Animation to execute. The value can be from 0 to 30 seconds. If a '0' is entered, **no** Non-Player Move Animation will be displayed on the map.

**Show Move Paths:** When selected, arrows will display on the map to indicate an active unit's projected movement path. It also will display arrows to show where an active unit has already moved. Green arrows indicate normal (tactical) movement, dark green arrows indicate already-executed normal (tactical) movement, blue arrows indicate Strategic Movement, and dark blue arrows indicate already-executed Strategic Movement. Furthermore, a red 'X' appearing over an arrow indicates that a previous move cannot be undone.

**Show Offscreen Animation:** Note that Show Move Animation must be selected for this option to work. When selected, an active unit will have a Movement Animation for its entire path even if the path moves off-screen (the player would need to scroll the map to view this animation). If not selected, a unit's movement will only occur for the on-screen portion of its move. **Warning:** selecting this option can seriously slow down the game when units are moving long distances.

**Auto Save Game:** When on, the game is saved automatically just before each player's turn.

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**Op-Fire Warning:** When selected, a warning message will display if a player attempts a move that will draw Opportunity Fire (referred to as Op-Fire, see section 8.2 for details). A Yes/No option will be given to the player; select **Yes** to proceed with movement or **No** to cancel.

**Music Volume:** Sets the volume for music. If a '0' is entered, **no** music is played.

**Sound Effects Volume:** Sets the volume for sound effects. If a '0' is entered, **no** sound effects are played.

**Mouse Click Volume:** Sets the volume for mouse clicks. If a '0' is entered, **no** mouse click sounds are played.

**Show Videos:** When selected, in-game videos will play.

**Language:** If languages other than English are available, they may be selected using this preference. If no language is listed, no other languages are available.

**Chat Box Opacity:** Sets the opacity of the chat box window used during TCP/IP play from 0 (completely transparent) to 100 (completely opaque).

**Reset to Default:** Resets all User Preferences to their default setting.

## MAP PREFERENCES

**Show Cold Regions:** When selected, this will show regions affected by cold weather by displaying the affected regions with a white border during non-winter turns. During winter turns, cold regions always display a blanket of snow.

**Show Rough Regions:** When selected, this will show regions that are considered rough terrain by displaying the affected regions with a dark splotchy texture.

**Show Strategic Move Capacity:** When selected, this will display remaining Strategic Movement capacity for Rail and Transport Fleets in each region.

**Show Total Units:** When selected, the number units in a region will display on the map. If the View Combat Units tool bar button is currently active (either by selecting the button or pressing **C**), the number of combat units in the region is show; if the View Supplies tool bar button is currently active (either by selecting the button or pressing **U**), the number of Supply Points is shown.

**Show Partisan Warnings:** When selected, a Partisan Warning will display on the map to warn you when the region's partisan strength is going to be higher than the garrison in place (see section 13.2.1 for details). Also, a Garrison Warning will display on the map to warn you when a region does not meet its political garrison requirement (see section 13.2.2 for details).

**Show Strategic Points:** When selected, numbers will appear within regions on the map to indicate the Strategic Points earned by occupying the region. The numbers are displayed in white if Allied controlled and red if Axis controlled (in the East vs. West scenario and the post-WWII continuation game, Soviet controlled regions are red).

**Show Op-Fire/Interdiction Points:** When selected, the number of units that will Op-Fire a moving unit and the number of Interdiction Points accrued will display before a unit is moved,

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to serve as a warning. These numbers are displayed near the mouse cursor (see section 7.1.5 for details).

**British Graphics:** Selecting this option will display a British bias when showing units, icons, and territorial ownership. Note that this bias is for display purposes in the game only. The British Graphics option determines which graphic set (British or American) is used for various items. It determines the color used for region control (green for American bias, tan for British), the chip graphic used for control and conflict chips (star for American, roundel for British), and the icons used for combat units. On any information screens, a roundel will be displayed for the Western Allies if British Graphics is selected, or the American star instead if British Graphics is **not** selected. As long as the One Western Ally Icon option (below) is not selected, the computer will follow the following rules for each region: British graphics are always used in UK, Canadian, and Commonwealth Nationality land regions, while American graphics are always used in US Nationality land regions. Furthermore, if British Graphics is selected, any other region with at least one non-American unit or any other land region with a Western Allies Nationality that is not the United States will use British graphics. If British Graphics is off, then the bias will switch toward the American graphics.

**One Western Ally Icon:** Select to display only one icon for the Western Allies, instead of both British roundels and American stars. If British Graphics is selected, the Western Allies icon will be a British Roundel; otherwise it will be an American Star. This also will impact the units and map colors used for the Western Allies so that only one set will be used (depending on the setting of the British Graphics preference).

**Show Move:** Select to highlight those regions the currently selected unit may move to. Regions that may be moved to tactically will be the lightest, regions that may be moved to via Strategic or Amphibious Movement will be darker, and those regions that cannot be moved to will be very dark.

**Map Pop-up Location:** Select to fix the location of the pop-up that appears over the map with region information. The default is to have this appear near the cursor, but the location may be fixed to a specific location on the map.

**NATO Unit Icons:** Select to display NATO symbols for ground units instead of icons of weapons such as tanks, guns, etc. Although the weapon icons can change during the game as the units improve via research, the NATO symbols never change.

**Reset to Default:** Resets all Map Preferences to their default setting.

The 45th Infantry Division was formed in the United States as one result of the National Defense Act of 1920. Personnel for this unit were largely drawn from four states: Arizona, Colorado, New Mexico, and Oklahoma; these men were formed into the 45th in 1923 and first came together as a division at Fort Sill, Oklahoma, the following year.

For the first 15 years of its existence, the 45th Infantry Division's symbol was a red diamond with a yellow, ancient American Indian symbol of good luck in the middle what we would know



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as a swastika. This symbol was chosen in deference to the division's large number of Native Americans, and was, at the time, a symbol they were proud of. Unfortunately, the rise of the Nazi Party in Germany in the 1930s drew the swastika into the limelight of the world, as time passed, people associated the swastika with the Nazis, and the 45th abandoned the symbol altogether. A contest held within the division allowed the men to submit their own design ideas for the next symbol of the division, and after review the Thunderbird was chosen. The same colors—red diamond with a yellow Thunderbird—were retained.

In 1940, the division was called to federal service, and for nearly three years the unit was involved in endless training. In July of 1943, it participated in its first action as part of Operation Husky, the Allied invasion of Sicily. It landed near Vittoria and Santa Croce Camerina. Following this, the 45th landed at Salerno, then Anzio, and finally at St. Maxime in southern France. It helped push the Germans back beyond the Maginot Line, helped crack the Siegfried Line, and moved across Germany to capture Munich.

In later years, it served with distinction in Korea, and was later disbanded in 1969. However, certain components were eventually reorganized as the 45th Separate Infantry Brigade, which remained as a National Guard unit and has served in Operation Iraqi Freedom.

## 2.4 TUTORIALS

THE FIRST AXIS AIR VICTORY of the war was at dawn on September 1, 1939. A Polish PZL P.11c fighter aircraft flown by Captain Mieczysław Medwecki was shot down by a Junkers Ju87 Stuka.

A World Divided™ has four Tutorials to teach a player the basics of the game. It is suggested that they be played in order before a normal campaign or scenario is attempted. These tutorials are provided as part of the game itself and instructions on how to play are included within them. Refer to section 15.0 for more details.



## 3.0 THE WORLD AT WAR

WHY WAS IT CALLED THE THIRD REICH? The First Reich was known as the Holy Roman Empire, which began in A.D. 843 as a result of the Treaty of Verdun. It lasted until dissolved by Napoleon in 1802, lasting not quite 1000 years. The Second Reich is a term applied in the 1920s, popularized by Arthur Moeller van den Bruck, to describe the Empire founded by Otto von Bismarck in 1871. This Reich didn't last nearly as long as its predecessor—only 47 years, until 1918.

The Weimar Republic followed the Second Reich, lasting from 1918 to 1933. Hitler, in the 1920s, utilized von der Bruck's usage of Second Reich to

speak of a new Third Reich. This became the official Nazi Party label for the German Empire starting in 1933. Its reign was even shorter than that of the Second s, it existed for 12 years, 4 months. and 8 days.

The A World Divided™ interface is made up of two sections: the Tool Bar (located along the top of the screen), and the Map Display (everything else). The player has the ability to open a small World Map to superimpose on the screen, if desired. Both the Map Display (section 3.2) and the Tool Bar (section 3.1) are described in their respective sections.

## 3.1 THE TOOL BAR



The Tool Bar runs across the top of the player's screen. It contains buttons that access a variety of information and action screens necessary to wage a successful war. The toolbar is broken down below for quick reference; please refer to specific sections where indicated for more detailed information.



**Phasing Power:** The symbol of the Phasing (or, active) World Power is displayed at far left.



**Current Phase:** Indicates which of the two phases the phasing World Power is presently in (either Movement or Production). Below that, the current game turn (or, season, of which there are four per year – Sp (Spring), Su (Summer), F (Fall), and W (Winter).



**Map (F1):** This button will bring up the regular Map view.



**Detailed Combat Report Screen (F2):** Brings up the Detailed Combat Report screen, which recaps the most recent battle (including die rolls, hits made, and damage done). See section 8.4 for details.



**Military Forces Screen (F3):** Brings up a list of all the military forces currently being employed by each of the World Powers. It also allows access to two additional screens; the first shows the casualties to date in the current game, and the second shows information on spies, signals intelligence, and security forces for all the players (this screen is also where these assets may be purchased). See section 5.0 for details.



**Unit Data Screen (F4):** Brings up a display of the different military units in the game, and lists their abilities by World Power. This is useful to determine, for example, whose Infantry units are better on the attack. Info on which unit attributes are being researched can also be found on this screen. See section 5.0 for details.



**Production Screen (F5):** Brings up a display of the player's production track, indicating units that are currently being built, where they are being built, and when they are estimated to be complete. This is where your World Power builds new units. See section 11.2 for details.

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**Research (F6):** Brings up the player's Research Screen, indicating what research efforts are currently underway. From here, your Power delves into the realm of R&D (research and development), attempting to build newer and better weapons systems, including upgrades to current equipment in the field. From this screen, the player may access another screen listing possible random technology events and which of these have occurred. See section 11.6 for details.



**Production Summary Screen (F7):** Brings up a list of the player's regions that have Factories, listing the number of Factories in each and the units being produced there. This gives more of a general overview than the Production Screen. It also contains information on Resource Centers and the flow of resources from Isolation, Free Trade, Gifts, and capture in battle. See section 11.3 for details.



**Repair Screen (F8):** War is as brutal to machine and infrastructure as it is to man. As zones change hands, infrastructure (including Factories, Rail lines, and Resources) are damaged. From this screen, you may spend precious Supply Points to repair these vital parts of your expanding empire. See section 11.4.2 for details.



**Strategic Map (F9):** Shows a display of the entire world, where various information is displayed. Also, the game may be replayed from the beginning to indicate how territory has changed hands over the course of the game. Information on World Power production totals and Strategic Points used to determine victory is also displayed on this screen. The end date for the scenario (last turn of the game) is also displayed on this screen, unless the No End Date game option is being used. See section 14.0 for details.



**Region Info Screen (F10):** From here you can view vital information pertaining to each Region in the world. See section 6.0 for details.



**Political Status Screen (F11):** Shows a cross-referenced table where each Nationality and World Power is displayed. The player can quickly determine which Nationalities and World Powers are at war (or at peace) with whom, and to which side neutral countries are leaning. This is where trade agreements may be attempted and where War Readiness information can be viewed for both the Soviet Union and the United States. See section 10.1 for details.



**View Combat Units (C):** By default, combat units are displayed on the Map screen. This button toggles their display on and off. Note that no more than one of the following four buttons may be selected at one time: View Combat Units, View Supplies, View Nation, or View Infrastructure. These four buttons also dictate what is shown on the map when viewing the Strategic Map screen.



**View Supplies (U):** Changes whether or not to show the total number of supplies in each region. This may only be accessed when using the Advanced Supply game option.



**View Nation (G):** Changes the Map display to show Nationality flags in each region, indicating original ownership at the start of the scenario. This is important when (or if) regions are conquered and re-conquered. Also shown is whether the region is hostile to its current owner, and whether there are any partisans present or any political garrisons that are required. It also shows the level of the anti-partisan garrison or political garrison (whichever is appropriate for the region).



**View Infrastructure (I):** Changes the Map display to show the infrastructure of each region, including Factories, Resources, Population, and Rail networks.



**Lend Lease Menu (L):** Brings up the Lend Lease Menu, where Supply can be sent to other allied World Powers. Note this can only be done if the World Powers have adjacent land regions or a chain of Transport Fleets exists between the World Power sending Supply and the World Power receiving it. See section 12.8 for details.



**Change the Map Zoom (Z):** The map display has three levels of zoom; by default the Map is displayed at its farthest-out setting. Click this button to cycle through the different settings.



**Turn Radar Map On/Off (J):** Turns on or off a small World Map display in the screen's lower left-hand corner. This small Map can be used to quickly jump the Map display to any location in the world.



**Replay Current Turn (R):** Replays the current turn for player review. This is very useful for PBEM games and for reminders when opening a saved game. See section 3.3.2 for details.



**Game Options Menu (O):** Brings up the Game Options Menu. See section 2.3.5 for details.



**Game Preferences Menu (P):** Brings up the Game Preferences Menu. See section 2.3.6 for details.



**Exit to Start Menu (X):** Exits the current game and returns to the Main Menu.



**Save Game (S):** Saves the current game in progress. Click to display a new window where save game information can be indicated. See section 2.3.4 for details.

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**End Current Phase and Proceed to the Next (N):** Ends the current Phase and proceeds to the next; if in the Movement Phase, this will proceed to the Production Phase (unless computer control was selected when the scenario was set up). If in the Production Phase, this will proceed to the next World Power's turn.

## 3.2 THE MAP DISPLAY

**THE FIRST ALLIED SHOT OF THE WAR IN THE PACIFIC** was fired from a 6-inch coastal defense battery at Point Nepean, overlooking the entrance to Melbourne's Port Phillip Bay, over the Australian ship **Woniora**. The 823-ton **Woniora** entered the bay on the evening of September 3, 1939 and was ordered to stop for inspection. The ship broadcast her identity but failed to stop; a shell fired from this gun soon made the captain of the ship see the error of his ways.



Interestingly, the gun that fired was the same gun that fired the first shot of World War I. Hours after war was officially declared, this gun fired on the German vessel **Pfalz** when it tried to leave Australian waters in early August of 1914. The ship stopped, its crew was detained, and the ship then served throughout World War I as an Australian troop transport.

The Map Display is where most of the action in A World Divided™ takes place. There are several other game screens, but their effects are felt here on the 'big screen.'

### 3.2.1 THE MAP

The map is divided into regions, which regulate movement and serve as a defined boundary to 'hold' military units and Infrastructure. On land, they are divided by heavy black lines; at sea, the lines are dark blue. Each Land region has one of three possible Control statuses: controlled by a World Power, Neutral, or Impassable.

**Controlled by a World Power:** Each region controlled by a World Power is color-coded to show ownership. The colors are dark gray (Germany), red (Japan), yellow (China), beige (the Soviet Union), and green or light brown (the Western Allies). Each of these regions has the ability to contain Rail lines (the higher this is, the better the player's transportation network), Resource Points, Factories, Population, and military units.

**Neutral:** These Zones are displayed in an off white color. Neutral countries are not a part of any of the five World Powers. However, they will offer to join the Side opposite that which attacked it; if Germany or Japan attacks a Neutral, it will offer to join the Western Allies (except for Bulgaria, Finland, Hungary, or Rumania, who will offer to join the Soviet Union). If the Western Allies, the Soviet Union, or China attacks a Neutral, it offers to join the Germans (except for Siam, which will offer to join Japan).

**Impassable:** These Zones are white. Land movement through them is prohibited. Air units may move over them, but may not stop in them.

**Rough:** Rough terrain is indicated by a broken, rugged appearance. (Additionally, the pop-up information window that displays when the mouse cursor is held over a region will show whether or not a region is considered rough terrain or not.) The region does not limit movement except to armor units; an armor unit may move two regions as long as neither of the two regions contains rough terrain. Armor units that start in a rough terrain region and move into two non-rough regions are not affected by this limitation.

## 3.2.2 DISPLAYING INFORMATION

The zones on the map can be set to display a variety of information. Clicking the **View Nation** Tool Bar button (or pressing **G**) Tool Bar button will display Nationality flags on the map. Conquest status has no bearing on which flags are displayed; for example, at left we see that Poland (the flag that is half white over half red) is under Germany's control, since it is colored gray; however, it has Poland's national flag, indicating the region was not initially owned by Germany. When one country occupies another, sometimes Partisan activity can erupt and cause problems for the occupier. The current partisan level and anti-partisan garrison is shown (see section 13.2.1 for more information on Partisans and keeping an occupied region under control). Also shown is the need for a Political Garrison and the strength of the current garrison.



## 3.2.3 VIEWING COMBAT UNITS

Clicking on the **View Combat Units** Tool Bar button (or pressing **C**) will display combat units on the map. Each land region will display the icon of one land unit and one air unit that are present in the region. See section 5.0 for a full list of military units and their icons. Each sea region will display one air unit, one combat Fleet and one Transport Fleet, if present in the region. Other units, if present, are not displayed. Instead, if the player has more than two military units in the zone, a number is displayed indicating the number of total non-supply units that occupy the zone. For example: in the screenshot, we see Germany and part of Eastern Europe. Poland (the easternmost gray region) shows a single armor and bomber unit. However, there is more than just these two units in it. By moving the mouse cursor over or near the infantry unit in Poland, we will see a small display appear at the bottom of the screen.



This display shows that two Heavy Bomber, one Fighter, seven Infantry, one Flak, one Tactical Bomber, five Armor, and three Artillery units (20 total) are present in Poland. In addition, there is one Rail line in Poland as well as two Resource Points. The Resources and Rail have a green dot in their lower left corner, indicating they are fully operational; if they were damaged the light would display a different color (see section 7.2 for details). If



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there were no units present, only Factories, Resource Centers, or Rail capacity (if present) will be displayed. If none of these items exist there, then the region will be blank.

The number to the right of the 20 in Poland (35) indicates the Rail capacity for Poland. This is the region's ability to conduct Strategic Movement for the current turn/season. Each unit (aircraft, land units, and supplies) may move by Strategic Movement. All units, except tank units and Factories, each use five capacity in each region they move through. Tank units use 10 capacity, Factories use 30 capacity, and Supply units use one capacity.

When a region's capacity is exceeded (or would be exceeded by a move), the unit being moved must stop and cannot move further. For example, Germany could move three tank units into Poland, but a fourth would not be able to move in because the first three would take up 10 capacity each, leaving only 5. The fourth tank unit would have to wait until the next turn before it could move (Strategically, anyway) into Poland.

As another example, say an artillery unit (which is non-mechanized) is attempting to move to Spain from Austria. It takes 5 capacity to move; as long as each region it moves through (Austria, Western Germany, Eastern France, Western France, and Spain) has at least 5 available in its Rail capacity, the unit can move. If Spain only has 4 capacity available, the unit would not be able to move into Spain. Instead, the farthest it could go would be Western France. See section 7.1 for more details regarding movement.

## Regarding the personnel that served in the U.S. Armed Forces:

- **Almost 39% were volunteers.**
- **Almost 36% of over 17 million called up were deemed unfit for service.**
- **Three-quarters of all military personnel served overseas.**
- **Out of every thousand servicemen and women, almost nine were killed, three died due to something other than combat (disease, accidents, etc.), and almost 18 received non-fatal combat wounds. This adds up to about 30, making the "average" chance of getting hurt three percent.**

## 3.2.4 VIEWING INDUSTRY

Clicking the **View Infrastructure** Tool Bar button (or pressing I) will display a four-part box in each region (from top left to bottom right):



**Factories:** The number of Factories present in the region.

**Rail:** The number of Rail units present in the region (one or two).

**Resources:** The number of Resources present in the region.

**Population:** The number of Population present in the region. This is the number of Population generated each turn to be used in your war effort.

Refer to section 9.0 for details regarding Production.



## 3.2.5 OTHER MAP FUNCTIONS

### PORTS AND FORTS

**Fortified Region** (has a sprocket symbol surrounding the port)

**Ports with No Ships** (indicated by an anchor)

**Port with Combat Fleet(s) at Anchor** (indicated by a single ship icon)

**Ports with Combat and Transport Fleets at Anchor** (indicated by two ship icons)



Some regions contain Ports; these are blue circles with an anchor, one Fleet, or two Fleets displayed in the middle. They are connected to one or more sea regions and serve as a haven for ships (although not an entirely safe one). Regions with a Port will have the word "Port" displayed on the region pop-up screen. Ships may move into and out of a Port as long as they are moving to or from a sea region connected to the Port.

When in Port, ships may only be attacked by enemy air units and then only if the attacker selects a Port Attack (see section 8.0 for more details on combat). Any Air units in the land region containing the Port (including Carrier Air units on Aircraft Carriers in the port) will participate in the combat.

If a region containing a Port is attacked, and the computer expects the port to be captured, any Fleets in the Port will immediately move to an adjacent sea region that is unoccupied by enemy Fleets (if there is one). If a region containing Fleets in a Port is captured, the ships in Port will attempt to retreat following the standard retreat rules (see section 8.5.3).



If a Port symbol has spokes surrounding it, it indicates the region is a fortified region. Fortified regions provide a combat bonus and it takes greater than 3 to 1 forces to capture a fortified region (instead of greater than 2 to 1). There are six fortified regions in the game: Western Germany, Northern Italy, Malta, Leningrad, Sevastopol, and Eastern France. Since Eastern France is not a port, it has a unique symbol to indicate the presence of the fort. This fort represents the historical Maginot Line, and it is removed from the game when France is captured by Germany.

**The combat bonus for the Western Germany fortified region is cancelled if the player defending Western Germany does not also control Eastern Germany.**

Ships may only be built in regions containing a Port. Ships in Port cannot conduct Bombard attacks.



**The Siegfried Line was a system of fortifications built by Germany during World War I. Sitting opposite the French s Maginot Line, it was often referred to as the Westwall. It stretched almost 400 miles from the Swiss border up to Kleve, on the German border with the**

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**Netherlands, and it employed almost twenty thousand bunkers, tunnels, tank traps, trenches, and other defensive structures.**

## RAIL LINES



Rail capacity, if present, is not only displayed by the number in the region (see section 3.2 for more details) but also by rail lines drawn in the region. Some regions on the map do not have any rail capacity (for example, western China), and the lack of it is easily determined at a glance.

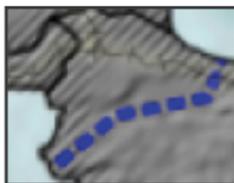
Double track indicates double the Rail Capacity of a single track (80 as opposed to 40 for single track regions).

## NARROWS

Yellow arrows indicate a section of narrows that can mean a dangerous transit for Fleets of a World Power that is hostile to the World Power that owns the land region(s). Op-Fire can come into play here; if one Side has artillery and/or air units present in one of the land regions that is touched by the narrows border, and another Side attempts to move ships through the narrows, those artillery and air units will automatically open fire on the ships. Spain is considered to be adjacent to the narrows between Gibraltar and Spanish Morocco.



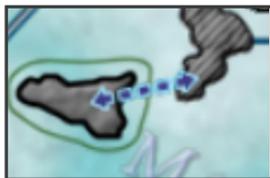
## CANALS



Ships may move through land regions containing Canals in friendly controlled land regions. When moving from sea region to sea region via Canals, a Fleet may *not* stop in the region the Canal is in unless the Canal region contains a port (you cannot click on the land region itself as part of a move). It costs one Movement Point to enter the Canal and one Movement Point to leave the Canal. This movement is only allowed if the region with the Canal is owned by the moving country or an ally.

## FERRIES

Ferries (indicated by a dashed blue line connecting two land regions across a sea region) may be used by land units for movement. Both land regions must be controlled by the phasing player in order to do so. Units may also move Strategically if both regions have sufficient Rail capacity remaining. Air units may also use normal Tactical Movement between regions linked by a Ferry (even if both sides are not friendly controlled) as the regions are considered adjacent for this movement. It costs 1 Movement Point to move between regions connected by a Ferry.



## ONE-WAY FERRIES

One-Way Ferries (indicated by a dashed green line with an arrow pointing the direction of the One-Way Ferry) are treated as Ferries when units move in the direction of the arrow. Thus, movement from Gibraltar to Spain is considered Ferry movement, while movement from Spain to Gibraltar is considered to be normal (Tactical) land movement. This represents how hard it would be for large numbers of troops to mass in Gibraltar and attack a hostile Spain.

## TWO MOVEMENT POINT BORDERS

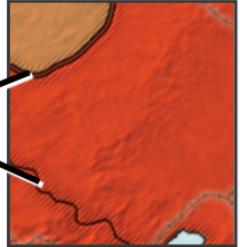
When a unit moves across a region border that is comprised of a single line, the move will cost the unit one Movement Point.

However, some regions have borders that are a double line as opposed to a single line. These double lines indicate it costs two Movement Points to move across them.

Moving across a double line border costs the unit 2 Movement Points. Land units will expend extra Supply to cross these borders. All other moves cost 1 Movement Point. A unit may always move a minimum of one region per turn regardless of Movement Point costs. In some cases, movement into a sea region will cost an additional Movement Point (see section 7.1.8).

**Two Movement Point Border (Double Line)**

**One Movement Point Border (Single Line)**



## ISLANDS

Units may move from an island in a sea region to the sea region that contains the island, and vice versa, at a cost of no Movement Points, but it will cost Supply Points. Air units on islands have an ability to Op-Fire at some enemy units that move out of the sea region containing the island (see section 8.2).



### 3.2.6 POLITICALLY FROZEN REGIONS

A Politically Frozen region (or, 'Frozen') is a region in which combat units are literally stuck in place. Military units in these regions cannot move. Frozen regions are a way to build in some of the important political relations between various countries that existed during WWII.

When a region is Frozen, it has certain limitations placed on movement through it. Only Supply units may freely move from and/or through a Frozen region. All other units that begin their move in a Frozen region may not move (there is an exception to this involving the Soviet Union, see below). If they begin their turn **not** in a Frozen region they may **not** move into a Frozen region. Enemy units must stop when entering a Frozen region (the only exception is if they continue their move through the Frozen region into an island region within a Frozen sea region). If an enemy invades a Frozen region, this will Unfreeze all associated regions for that World Power

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(except Russia). Politically Frozen regions for each World Power are discussed in greater detail below.

**Surprise Attack Rule** – Whenever a Politically Frozen region is attacked, there is a +1 Evasion bonus to attacking units when being fired and the defending units have their evasion ratings reduced by **one** during the combat. After this first attack, no other attacks against the previously Frozen region(s) are at a bonus.

## WESTERN ALLIES

At the start of the campaigns and scenarios that begin prior to 1942, the United States, a member of the Western Allies, is not at war with Germany and Japan...yet. To reflect this, there are several regions that are considered Politically Frozen:

Northwest USA	Eastern Gulf of Alaska	South Pacific 14	Timor
Southwest USA	Hawaiian Islands	South Pacific 21	Central Philippines
North Central USA	Sumatra	South Pacific 22	Andaman Sea
South Central USA	North Pacific 15	South Pacific 23	Java Sea
Southeast USA	North Pacific 18	South Pacific 24	Malaya
Northeast USA	North Pacific 20	Java	Mandalay
Gulf of Mexico	North Pacific 21	Arafura Sea	Rangoon
Caribbean Sea	North Pacific 22	Northern Coral Sea	Midway Island
Greater Antilles	North Pacific 24	Southern Coral Sea	Wake Island
North Atlantic 11	South Pacific 4	Sulu Sea	Celebes
Sarawak	South Pacific 7	Celebes Sea	Dutch New Guinea
Alaska	South Pacific 8	Luzon	Southern Philippines
Borneo			

Note that some of these regions are owned by the British (Mandalay, Rangoon, and Malaya). Since these regions are in the Pacific theater and the British were not at war with the Japanese before late 1941, these regions remain Politically Frozen.

If Germany or Japan declares a combat against ANY of these Frozen Western Allies regions (or Japan attacks any region controlled by the Western Allies), OR ends a Movement Phase with an Axis submarine in a Western Allies Frozen sea region, all Western Allies Nationalities are immediately considered to be at war with both Germany and Japan, and these regions are no longer Frozen.

These regions may also unfreeze due to United States War Readiness Level (see section 10.2.1).

## FRANCE

Certain French regions are Politically Frozen until either 1) Italy is at war with the Western Allies or 2) Vichy France has been created. These regions are Southern France, Corsica, Morocco, Algeria, and Tunisia. As soon as Italy is at war with the Western Allies or Vichy is created, these regions are Unfrozen.

The creation of Vichy France is covered in detail in 10.8.

## SOVIET UNION

In all but the East vs. West scenario, the Soviet Union is divided into three different zones, each of which contains Politically Frozen regions:

## Western Zone

Karelia  
Kalinin  
Archangel  
Vologda  
Baltic States\*  
Eastern Poland\*  
Kiev  
Stalingrad  
Astrakhan

Smolensk  
Odessa  
Sevastopol  
Leningrad  
Velikiye Luki  
Belorussia  
Moscow  
Kazan

Yaroslavl  
Kharkov  
Kursk  
Rostov  
Caucasus  
Kirov  
Grozny  
Gorki

## Central Zone

North Central Siberia  
Eastern Urals  
Western Kazakhstan

Northern Urals  
NW Siberia  
Western Siberia

Southern Urals  
Central Urals

## Eastern Zone

Yakutsk  
Irkutsk  
Western Mongolia  
Eastern Siberia

Vladivostok  
Kamchatka  
Eastern Mongolia

Eastern Kazakhstan  
Central Siberia  
NE Siberia

\*These regions are part of the Soviet Union once the partition agreement of Poland takes effect.

If an action causes the Soviet Union to be at war with Germany, the Western and Central Zones only are immediately Unfrozen. The Soviet Union is automatically at war with Japan starting the turn after Germany surrenders. If an action causes the Soviet Union to be at war with Japan, the Central and Eastern zones are immediately Unfrozen.

These regions may also unfreeze due to Soviet Union War Readiness (see section 10.2.2).

**Special Soviet Frozen Movement Rule** – Whenever the Soviet Union has BOTH Frozen and Unfrozen regions, it may move non-Factory units Strategically into and out of the Frozen regions, but may NOT move them Tactically within the Frozen regions. This allows the Soviet player to move troops into and out of Frozen regions, but does not allow them to attack whichever World Power they are not yet at war with (which requires Tactical Movement).

If all of the Soviet Union is Frozen, the Soviets can move up to one combat unit per turn Strategically. Factories cannot, however, be moved until the regions are Unfrozen; Supplies are always able to be moved. Movement is limited so that combat units may not move out of the following regions while all Soviet regions are Frozen: Baltic States, Eastern Poland, Kiev, Odessa, Irkutsk, and Vladivostok.

## JAPAN

**Japanese Political Garrison** - In all Campaigns, if at the end of a Japanese Player turn Manchuria contains less than three Japanese Infantry/Militia/Armor units, the Soviet Eastern Zone is immediately Unfrozen.

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## UNINTENDED METHODS OF GETTING THE SOVIETS TO ATTACK JAPAN

Despite our desire to prohibit Soviet units from being able to initiate an attack on Japan prior to German surrender, or the movement of Japanese forces adjacent to an Unfrozen Soviet region, it has been determined that the computer will allow the Soviets to fly long range bombers to attack Japan (even by flying over Soviet Frozen regions). The Soviet AI will not do this. In most cases this is not possible, but if Japan presses deep into China or moves on India, it becomes a possibility. We strongly recommend that players agree to a house rule that prohibits such an attack.

## 3.3 GAME HISTORY AND REPLAY CURRENT TURN FEATURES

### 3.3.1 GAME HISTORY FEATURE

On the Strategic Map screen, at bottom center is a series of buttons that act much like the controls of a VCR.



**From left to right these buttons are:**

Rewind to Start of Game - Rewind to Previous Player - Pause - Play - Forward One Player - Start/Stop History Replay.

This allows the players to view the Game History. As the game progresses, these controls may be used to review the game in the map display that takes up most of this screen.

### 3.3.2 GAME PLAYBACK FEATURE

The Game Playback feature allows the player to view the previous game turns since their last turn. This is useful for PBEM play in order to determine what the last player(s) accomplished during their turn(s).



The controls are labeled below and are straightforward. Click the World Power roundel to view the turn for that particular World Power's turn. The 'X' in the upper right corner will close the Playback Feature and return you to the game map. By clicking in the middle of the controls, the player can determine whether movement and combat are played back or whether just combats are shown.



**From upper left corner and going clockwise, these are:**

Rewind one frame - Play - Pause - Play one frame - Fast forward - Rewind to the last combat - Rewind to the beginning - Rewind

**Middle button:**

Replay combats only

## 4.0 THE WORLD POWERS

Japan and Germany (and all their units and regions) are considered allied with each other (they are referred to as the Axis). The Soviet Union, Western Allies, and China (and all their units and regions) are considered allied with each other (they are referred to as the Allies).

### 4.1 THE AXIS

#### 4.1.1 GERMANY

The German side includes all Axis-aligned European countries (Germany, and in some scenarios other countries like Italy, Hungary, Rumania, and Bulgaria). Any Neutral Nationality attacked by the Western Allies or Russia offers to join the German player (except Siam, which offers to join Japan).



All German-held regions are colored gray.

#### 4.1.2 JAPAN

Japan's holdings vary by scenario. If Siam is attacked by the Western Allies or Russia, they will offer to join the Japanese player.



All Japanese-held regions are colored red.

### 4.2 THE ALLIES

#### 4.2.1 THE SOVIET UNION

The Soviet Union (or, Russia) stretches from Europe to Asia, encompassing a lot of territory and vast resources. The Soviet Union will be a prize that the Axis will undoubtedly seek at some point in the game (if not at war already, as in Scenarios III and IV).



All Soviet Union held regions are colored beige/dark brown.

#### 4.2.2 CHINA

China includes several regions on the eastern part of the Asian landmass, where they have been battling Japan's ground forces since 1931.

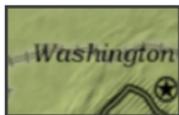


All Chinese-held regions are colored yellow.

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## 4.2.3 THE WESTERN ALLIES

The Western Allies include the UK and its Commonwealth (including Canada, although Canada and Commonwealth are two distinct Nationalities in the game), France, Poland, and the United States. In later war scenarios, several other countries that are Germany-occupied are also part of the Western Allies. Any neutral country attacked by Germany or Japan joins the Western Allies (except for Bulgaria, Finland, Hungary, and Rumania, which will join the Soviet Union). All Western Allied-owned regions are colored green or light brown, depending on how the British Graphics and One Western Ally Icon preference items are set (see section 2.3.6 under Map Preferences).



However, for game purposes, consider all green and light brown regions to be the same as they are controlled by the Western Allies.

## 5.0 THE UNITS

Each World Power has different icons for in-game units (in 1939 for example, the German's Fighter unit displays as an ME-109 icon, while the Japanese Fighter unit displays as a Claude icon), but units' abilities can change based on the World Power employing them or any Research completed. So, Fighter units used by Japan can have different abilities than those of the Soviet Union, and so forth. It is also possible for the unit icons to change to reflect the increasing abilities of the units (for example the German Fighter unit can switch to be a FW-190 and then a ME-262 as the Fighter's unit data improves via research).

A national symbol is displayed with units that are not in regions controlled by that player, showing who controls them.

	USA	UK	France	Poland	Canada	Germany	Japan	Soviet Union	Italy	Spain	Portugal	Neutral
ME-109	1	6	3					1	6	4		2
Claude	1	6	3					1	5	4		2
FW-190	1	6	3					1	5	4		2
ME-262	1	6	2					1	4	4		2
ME-264	1	6	3					1	5	4		2
ME-265	1	6	2					1	5	4		2
ME-266	1	6	3					1	5	4		2
ME-267	1	6	2					1	5	4		2
ME-268	1	6	2					1	5	4		2
ME-269	1	6	2					1	5	4		2
ME-270	1	6	2					1	5	4		2
ME-271	1	6	2					1	5	4		2
ME-272	1	6	2					1	5	4		2
ME-273	1	6	2					1	5	4		2
ME-274	1	6	2					1	5	4		2
ME-275	1	6	2					1	5	4		2
ME-276	1	6	2					1	5	4		2
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ME-278	1	6	2					1	5	4		2
ME-279	1	6	2					1	5	4		2
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ME-281	1	6	2					1	5	4		2
ME-282	1	6	2					1	5	4		2
ME-283	1	6	2					1	5	4		2
ME-284	1	6	2					1	5	4		2
ME-285	1	6	2					1	5	4		2
ME-286	1	6	2					1	5	4		2
ME-287	1	6	2					1	5	4		2
ME-288	1	6	2					1	5	4		2
ME-289	1	6	2					1	5	4		2
ME-290	1	6	2					1	5	4		2
ME-291	1	6	2					1	5	4		2
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ME-294	1	6	2					1	5	4		2
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ME-297	1	6	2					1	5	4		2
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ME-300	1	6	2					1	5	4		2
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ME-302	1	6	2					1	5	4		2
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ME-304	1	6	2					1	5	4		2
ME-305	1	6	2					1	5	4		2
ME-306	1	6	2					1	5	4		2
ME-307	1	6	2					1	5	4		2
ME-308	1	6	2					1	5	4		2
ME-309	1	6	2					1	5	4		2
ME-310	1	6	2					1	5	4		2
ME-311	1	6	2					1	5	4		2
ME-312	1	6	2					1	5	4		2
ME-313	1	6	2					1	5	4		2
ME-314	1	6	2					1	5	4		2
ME-315	1	6	2					1	5	4		2
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ME-317	1	6	2					1	5	4		2
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ME-346	1	6	2					1	5	4		2
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ME-366	1	6	2					1	5	4		2
ME-367	1	6	2					1	5	4		2
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ME-375	1	6	2					1	5	4		2
ME-376	1	6	2					1	5	4		2
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ME-378	1	6	2					1	5	4		2
ME-379	1	6	2					1	5	4		2
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ME-381	1	6	2					1	5	4		2
ME-382	1	6	2					1	5	4		2
ME-383	1	6	2					1	5	4		2
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ME-390	1	6	2					1	5	4		2
ME-391	1	6	2					1	5	4		2
ME-392	1	6	2					1	5	4		2
ME-393	1	6	2					1	5	4		2
ME-394	1	6	2					1	5	4		2
ME-395	1	6	2					1	5	4		2
ME-396	1	6	2					1	5	4		2
ME-397	1	6	2					1	5	4		2
ME-398	1	6	2					1	5	4		2
ME-399	1	6	2					1	5	4		2
ME-400	1	6	2					1	5	4		2

Clicking the **Unit Data** button (or pressing **F4**) from the toolbar will display the Unit Data screen. From here the player can view each unit and compare that unit's abilities for each Power (and Neutral countries). Also displayed is whether or not a Power is conducting research on a particular unit, and how close they are to advancing their technology for that unit. This is denoted by a test tube shaded, from lowest to highest, red (lowest level of research), orange, yellow, then green (which indicates a breakthrough is imminent). The value for Neutrals is listed

next to an off-white circle and the "World Standard" for each attribute is denoted in the bottom row. Once an attribute exceeds the World Standard, the cost of successful research increases.



# WORLD AT WAR - A World Divided

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Note that with the **Fog of War** option turned on, you will *not* be able to view the other Side's units in production.

## 5.1 NAVAL UNITS



**Carrier Fleet:** A group of several large Aircraft Carriers supported by many escort vessels. The Carrier Fleet can hold Carrier Air units.



**Heavy Fleet:** A group of Battleships and Heavy Cruisers supported by several lighter escort vessels.



**Light Fleet:** A group of smaller warships (Heavy Cruisers and Destroyers).



**Sub Fleet:** A group of Submarines operating together. For gameplay purposes, these Submarines do operate together, although historically Japanese subs worked alone, as did most Allied subs.



**Transport Fleet:** A group of transport and other merchant vessels (including Tankers and Cargo Ships). Transport Fleets are extremely vulnerable as they are only very lightly armed, if at all.

## 5.2 AIR UNITS



**Carrier Air:** These are planes that operate off of Aircraft Carriers. For gameplay purposes, ALL aircraft types that historically flew off of aircraft carriers are considered to be represented by the Carrier Air unit, including Fighters, Dive Bombers, and Torpedo Bombers.



**Fighter:** Single (or in some cases, dual)-engined, nimble aircraft whose primary function is to shoot down enemy aircraft.



**Tactical Bomber:** Single (or in some cases, dual)-engined light bombers; historically these aircraft focused on providing direct support to ground combat operations.



**Heavy Bomber:** Multi-engined level bombers that historically focused on attacking enemy infrastructure (industry, Rail/Transport Fleets, Resources, etc.).

**BUNGLED AIR RAID** – On August 14, 1937, during the Japanese invasion of China, the Japanese battleship *Isuma* (10,000 tons) was tied up at the dock in Shanghai. In an attempt to sink her, Chinese air force planes moved in towards the harbor but mistakenly hit crowded city streets, a department store, and other adjacent buildings along the harbor, killing and wounding almost 3,000 people.

## 5.3 GROUND UNITS



**Infantry:** These are highly-trained units that are excellent to both absorb casualties in attacks and provide a relatively decent defense. In other words, this is the ultimate “cannon fodder.”



**Militia:** These are poorly-trained, poorly-equipped infantry. Their only saving grace is that they're very inexpensive to produce.



**Armor:** Tanks and other armored vehicles that provide a powerful land attack and should be included (if possible) in any land offensive.



**Artillery:** Howitzers and other artillery pieces that provide direct support to attacking land units. Artillery can be devastating in ground combat. Artillery also represents coast artillery; in this role, they can under some conditions attack enemy surface Fleets.



**Flak:** Large caliber weapons that are used to shoot down enemy planes.

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**Airborne Infantry:** Infantry that is transportable by air and can be dropped into enemy-controlled regions.

## 5.4 SUPPLY UNITS



**Supply Units:** This is the logistical backbone of your units. Supply Units are detailed further in section 12.0.

## 5.5 INFRASTRUCTURE UNITS



**Industry (or, Factories):** These are the facilities that produce units (except Resources). While not a unit itself per se, Factories can be moved (the Soviets did this throughout the early stages of the war).



**Rail:** This represents the rail/transport network on land that provides your units the ability to move across large distances.



**Resources Centers:** This represents natural resources in a region such as oil, coal, and other strategic materials.

ACCORDING TO BRITISH RECORDS, by July of 1939 gasoline was rationed to the public at 200 miles per month per person. Only one brand was available ( Pool ), and cost four shillings, two pence a gallon. The average wage in England at the time was three pounds and nine shillings.

As the war ground on, it became more difficult to own private automobiles; by 1940 the production of new cars stopped, and in 1942 the use of gasoline for private vehicles was banned altogether in the UK.

## 5.6 UNIT ATTRIBUTES

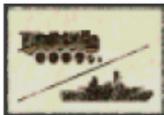
Unlike some conventional wargames, units in A World Divided™ can have up to 12 different attributes; for each scenario, each World Power's unit attributes can differ slightly. Of course, not all Attributes are available for each unit (for example, Infantry units are not rated with a Torpedo Attack attribute). The attributes are:

# The World Powers

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**Speed:** This is the Movement Factor of the unit. The Movement Factor is the number of regions a unit may move without using Strategic Movement (i.e., moving under its own power and not being transported).



**Transport Capacity** (for Strategic Movement) / **Load Cost** (for other units) - For Transport Fleets it is shown as two numbers separated by a slash, e.g. 25/3, where the first number is the Transport Capacity and the second number is the Amphibious Capacity (used for invasions).



**Land Attack** - This is the unit's Land Attack Value, used when engaging in combat versus other land units and/or infrastructure, or when attacking air units on airfields.



**Aircraft Attack** - This is the unit's Air Attack Value, used when engaging in combat versus air units. If the unit is a land unit, this is the land unit's anti-aircraft ability.



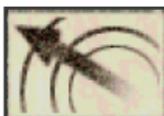
**Ship Attack** - This is the unit's Ship Attack Value, used when engaging in combat versus ship units. Note that Artillery units can attack ships by using Op-Fire or when in a region being bombarded by ships.



**Anti-Sub Attack** - This is the unit's Anti Sub Attack Value, used when engaging in combat versus submarines.



**Torpedo Attack** - This is the unit's Torpedo Attack value, used when engaging in combat versus ships.



**Range** - This value is used to determine at what combat range the unit can fire (e.g., Artillery with a Range of three gets to shoot twice before other land units with a Range of only 1). Surface naval combat is resolved at one of three ranges, determining which units get to fire and if torpedoes are used.

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**Evasion** – This is the unit's first Defense Rating. Evasion is multiplied by Durability to get the unit's Defense Rating.



**Durability** – This is the unit's second Defense Rating. Durability is multiplied by Evasion to get the unit's Defense Rating.



**Armor** – This is the amount of protection the unit has; when the unit is attacked, it reduces the number of dice rolled by the attacking unit. Armor has no effect on attacks using a unit's Torpedo Attack value.



**Production Cost** – This is the number of turns (and, number of Production Points) that are required to build the unit.

## 5.7 VETERAN AND ELITE UNITS

Through success in battle, a unit may gain Veteran or Elite status. Whenever a unit scores a hit when it fires in combat, it has a 15% chance that it will immediately become a Veteran. Whenever a Veteran unit scores a hit in combat, it has a 15% chance that it will immediately become an Elite unit. Militia units that have become Veteran or Elite will be converted to a normal Infantry unit at the end of the player's turn. If a Veteran unit is damaged, it loses its Veteran status. Damaged Elite units return as Veteran units when rebuilt. Veteran units are signified with a silver star, and Elite units are signified with a gold star. Veteran and Elite units receive die roll modifiers in their favor when involved in combat (see section 8.3.3).

## 6.0 REGION INFORMATION SCREEN

To this point, we've reviewed some basics regarding the various World Powers and their fighting units. Let's look at another aspect of the game, the Region Information Screen, that'll help you get into the game quickly. By pressing the Region Information Screen button from the Toolbar (or pressing the **F10** key), the player may display a screen that summarizes all regions in the game.

This screen gives an overview of each region's Nationality, Infrastructure, and other useful information.

The six buttons just above the chart – the ones with the World Power symbols on them – can be clicked. Each of these buttons will display the regions owned currently by each of the World Powers. The last button (the blank one) will list all the Neutral regions in the world. These buttons act as a filter, determining which regions are shown in the table below.

# The World Powers

The chart's leftmost column indicates the World Power owning the region on that line, whereas the next column indicates the name and shape of the region. The next column indicates the Nationality of the region.

World Power	Region Name & Shape	Flag	Oil	Iron	Coal	Steel	Aluminum	Food	Energy	Other
Azores			0	0	0	0	0	0	0/0	0
Ireland			0	0	1	0	0	1	0	0/0
Canary Islands			0	0	0	0	0	0	0/0	0
Angola			0	1	0	0	1	0	0	0/0
Mozambique			0	0	0	0	0	0	0	0/0
Tripoli			0	0	0	0	0	0	0/0	0
Tunisia			0	0	0	0	0	0	0	0/0
Algeria			0	1	0	0	1	0	0	0/0
Morocco			0	1	0	0	1	0	0	0/0
Rio de Oro			0	0	0	0	0	0	0	0/0



THE HIGHEST POINT OCCUPIED BY AXIS TROOPS IN WORLD WAR II was Mount Elbrus, a 5642-meter (over 18,000 feet, or more than three miles) high mountain in the Caucasus region of southern Russia. A scratch unit made up from men of the 1st and 4th Mountain Divisions, commanded by Oberst (Colonel) von Le Suire, took and held the staggering height against

heavy Soviet resistance as well as bitter conditions at the virtual roof of the world, but only for a brief time before being forced to retreat in the wake of the German debacle at Stalingrad.

The next nine columns detail Infrastructure information, including valuable resource data. This information includes, from left to right:



**Current Factory Output:** This number indicates the number of Factory Points being generated each turn in this region.

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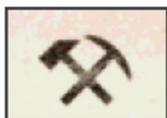
**Resource Pool:** This indicates the number of Resource Points currently residing in this region. The Resource Points in the region's Resource Pool wait there until 'called on' by a Factory that needs them.



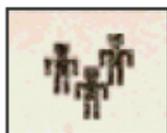
**Population Pool:** This indicates the number of Population Points currently residing in this region. The Population Points in the region's Population Pool wait there until 'called on' by a Factory that needs them.



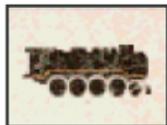
**Factories:** This indicates the number of Factories in the region.



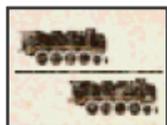
**Resource Centers:** This indicates the number of Resource Centers in the region. Each center creates one Resource Point each turn.



**Population:** Indicates if the region has Population Centers, and if so, how many. Each Population Center creates one Population Point per turn if in a region friendly to its owner.



**Rail units:** Indicates the number of Rail units in the region. New Rail units cannot be built, but can be repaired. Regions have 0, 1, or 2 rail units.



**Total/current rail:** Indicates two numbers – the number to the right of the slash is the total Rail capacity for the region while the number to the left is the current Rail capacity (indicating usage for the current turn).



**Current/Per Turn Partisan Units:** Indicates two numbers – the number to the left of the slash is the current number of Partisan units in the region (which are not pictured on the World Map) while the number to the right of the slash is the number of Partisan Units generated per turn.

## 7.0 THE GAME TURN

Each player's turn consists of two distinct Phases: the Movement Phase and the Production Phase. In the Movement Phase, players move their units on the map. In the Production Phase, players plan new purchases using resources, industry, and population, and manage research. Depending on the Human/Computer settings made at the start of the game, the player may choose to play both, one, or none of these Phases himself.

The A World Divided™ turn order is as follows:

Germany > Japan > Soviet Union > China > Western Allies

### 7.1 THE MOVEMENT PHASE AND UNIT MOVEMENT

A player's Movement Phase is indicated by the icon with three upward-pointing arrows displayed at the left of the Tool Bar (circled in red below):



During the Movement Phase, players may move their units across the map and engage in battle. There are two modes of movement: Tactical and Strategic. Tactical Movement is movement from one region to another using Movement Points. Except for amphibious and airborne assault, this is the only way in which a unit may enter an enemy-controlled region. Strategic Movement is movement via Rail, Transport Fleets, or Air Transport. Each region on the map costs either one or two Movement Points for a unit to move into, although units with a Speed attribute of only one are still allowed to move at least one region per turn.

In order to select a unit to move, first place your cursor on any region that you own. A small window (the Unit Display) indicating the units present in the region will be displayed at the bottom of the screen as long as the cursor is held there. This Unit Display shows the units and infrastructure that are present. Also, depending on the setting for the Region Pop-up, region information will display indicating the Region Name and infrastructure information (such as Population Value).



This window will disappear when the cursor is moved. To access the units in the region, **left click** on or near the units in that region (you will know they can be selected when the display appears at the bottom). The unit clicked on will automatically be selected, and a new window will be displayed at the top of the map screen.

The unit selected will have a yellow highlight box around it in the display at the top of the screen. The topmost Unit Display shows moveable or repairable units, whereas the bottom one showed all units (including Resource Points, Factories, and Rail lines). When you left click on or near the units in the region, the displayed unit will be 'attached' to the mouse cursor; the cursor can then be moved to different regions and immediate notification of whether



# WORLD AT WAR - A World Divided

the move is a Tactical (green arrow), Strategic (blue arrow), or not allowed will be displayed. You can select another unit by clicking on another in the top display; this will place the selected unit on the mouse cursor.

If the Show Move preference is turned on, the map will change to indicate where a unit can move to via Tactical Movement will retain their brightness, regions that can be reached via Strategic Movement will be slightly darkened, and regions that cannot be moved to will be very dark.

## 7.1.1 TACTICAL AND STRATEGIC MOVEMENT

There are two movement modes: Tactical and Strategic. Tactical Movement is used when a unit moves on its own, such as infantry marching or tanks grinding forward. Strategic Movement is transport movement, where a unit moving in such a way 'loads' itself into something (either a Rail line or Transport Fleet) and is moved along a network to reach its destination.

This concept of 'network' is very important to A World Divided™. On land, Rail lines are used to move units strategically. Each region has a rating for transport capacity; as units move through them, this capacity is used. As long as transport capacity exists along the path the unit is moving, it can move until no more capacity is available. If a region does not have the capacity available to transport the unit through its territory, the unit may not enter that region (unless moving from a Transport Fleet to a land region).

Transport Fleets work a little differently. While Rail lines are inherent to most of the land regions on the A World Divided™ planet, Transport Fleets are not inherent to sea regions – in other words, they do not just exist automatically. The player must build and deploy Transport Fleets to sea regions in order to achieve two purposes: one, to transport Resource Points, and two, to strategically move Ground, Air, and Supply units. One or more Transport Fleets in a sea region that connect one land region with another (separate) land region can be considered a transport network. Transport Fleets are susceptible to destruction from enemy forces, while Rail lines can be strategically bombed or demolished through fighting in the region.



Tactical and Strategic Movement are displayed in different ways, as described below.

Green arrow(s) indicates a legal Tactical move. This means the unit will move under its own power (without Rail or Transport Fleet assistance) to complete the player's order. As long as green arrows are displayed, the move is legal. (The three colored circles are explained in section 7.1.5, below.)

Blue arrow(s) indicates Strategic Movement, which takes advantage of the Transport Capacity of the Rail line(s) or Transport Fleet(s) that are available to complete the player's ordered move. Once a unit begins Strategic Movement, the Strategic



Movement ends as soon as the unit moves into a region that does NOT have Rail capacity or Transport Fleets present.

Text will display (“strategic move”) to indicate the movement type. As long as blue arrows are displayed, the move is legal. Aircraft, land units, and supplies may move by Strategic Movement. All units use 5 capacity except for Armor and Factory units which use 10 and 30 capacity respectively, and Supply units which use one capacity. Strategic Movement uses capacity of Rail when moving strategically on land, and that of Transport Fleets when moving by sea, along the unit’s movement path. As long as sufficient infrastructure exists from the starting region to the destination region, a unit can conceivably move around the world in one turn. Factories may move only by Rail (not via Transport Fleets).

Units may plot in a way to move through regions occupied by units of an allied player or owned by an allied player, but they may not stop in one of these regions (i.e., allied units may not occupy the same region together). The exception to this is that Supply units can move into allied regions but at the end of the turn they become units of the country that own (or have units in) the region. Japanese and German units are considered allied, and Western Allies, Soviet, and Chinese units are considered allied. Units moving through allied regions may NOT use the Strategic Movement assets of the ally (i.e. Rail or Transport Fleets); they must move tactically through these regions.

When a Transport Fleet moves to a region already containing a Transport Fleet (of that same World Power) that has all of its Movement Points remaining, this movement expends *no* Movement Points.

## 7.1.2 ILLEGAL MOVES

If, however, a move is illegal, the word “No” will be displayed in red next to the cursor. If this occurs, the unit does not have enough of a Speed attribute (which is the unit’s movement ability) to move that far in the current turn, or there is not enough Transport Capacity on either (or both) Rail line(s) or Transport Fleet(s) to complete the move. View the Repair screen (section 11.4.2) to see if any Rail lines need to be repaired in the region, or perhaps build or deploy Transport Fleets along the line of movement to assure that the unit may complete the move in the future.

A unit may **not** combine Strategic Movement with Tactical Movement during the same turn. Units moving Tactically may move into enemy controlled regions. Units moving strategically can only enter an enemy controlled region via amphibious or airborne assault.

Supply units may never enter an enemy controlled region. Units that have already participated in combat during their turn may not enter an enemy controlled land region, even if there are no enemy units in the region. Air units and surface naval units that have already participated in combat may not enter sea regions occupied by any enemy non-submarine unit.

## 7.1.3 PROHIBITED REGIONS

Air units may move through a prohibited land region but may **not** stop in the prohibited region (thus a player cannot click on the prohibited region itself as part of a move). Normal Movement Point costs apply.

## 7.1.4 DROPPING OFF UNITS AND MOVING A STACK

A unit can be dropped off in a region (via a legal move) by left clicking on the target region. The selected unit will be moved and another unit will be picked up from the original region.

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This new unit selected from the original region will be of the same type as the one just moved, if available. The player may keep clicking on the target region to move multiple units (or may select the **Stacking** button or hold down the Shift key to move the entire stack of like units; see “Units and Supply,” below).

Sometimes the player wants to cancel a movement before dropping a unit in a destination region. To cancel a move before dropping off a unit, **right click** to exit back to Map Mode.

When the last unit in a region is moved then the game will automatically exit back to Map Mode.

## 7.1.5 MOVEMENT INDICATORS

A three-circle graphic is displayed near the mouse cursor when a unit is about to move tactically to a new region. The circles are color-coded green, red, and yellow.



The number in the **green circle** indicates the number of remaining Movement Points a unit **will have** if the unit completes the currently indicated move.

Moving a unit in harm's way, past enemy units in certain situations, can cause Op-Fire by the enemy units (see 8.2 for details on Op-Fire). To indicate the threat this may pose, the number of (if any) Op-Fire shots that will be taken at the moving unit if the move is executed will be displayed in the **red circle**.

In the example screenshot, the German player is planning on moving Fleets from the port at the heel of Italy to the Eastern Mediterranean, where there are Commonwealth Fleets waiting. The '8' in the green circle indicates the currently moving Fleet will have eight Movement Points remaining if it completes the current move. The red '1' indicates one Op-Fire shot will be taken at the Fleet (from an artillery piece on Commonwealth-occupied Malta) if the Fleet completes the current move.

Finally, the '1' in the **yellow circle** indicates the number of Naval Interdiction Points that the unit will receive if it completes the currently indicated move (see 8.6.4 for more details on Interdiction Points).

## 7.1.6 EXTENDED MOVEMENT

Surface naval Fleets that expend six or more Movement Points are considered to be using Extended Movement. This capability uses extra Supplies, depending on the type of unit *moved*, as follows:

Heavy Fleet	4 Additional Supply Points
Carrier Fleet	3 Additional Supply Points
Light Fleet	2 Additional Supply Points

Armor units that move more than one region or that move into a rough region, or any ground unit that moves over a 2 Movement Point border also are considered to be using Extended Movement and use one additional supply point.

Units that have used Extended Movement have this indicated by a red arrow in the Unit display.

## 7.1.7 STRATEGIC MOVEMENT TRANSPORT CAPACITY

### UNIT REQUIREMENTS FOR STRATEGIC TRANSPORT

UNIT	CAPACITY USED PER REGION
Factory	30
Armor	10
All other ground and air units	5
Fleets	Prohibited

### STRATEGIC TRANSPORT CAPACITIES

UNIT	CAPACITY AVAILABLE PER REGION
Each Transport Fleet	25 (30)
Single Rail line	35 (40)
Double Rail line	70 (80)

The values shown in parenthesis are the Strategic Transport capacities when using the Advanced Supply game option (they are increased due to the need to move supplies on the map).

Transport Fleets can move and also provide Strategic Movement in the same turn. The act of providing this movement capability uses up any remaining Movement Points a Transport Fleet may have. When multiple Transport Fleets are located in the same sea region, the computer will always try to fill up the Transport Fleet with the lowest remaining Movement Points first and use up all of that Transport Fleet's capacity before using another Transport Fleet. When a unit using Strategic Movement is moving from a ship to a friendly land region, Rail lines are used if the unit continues moving to another region (i.e. you may not move from sea to land and then to a different sea region unless there is rail capacity in the land region being moved through).

**Since it is possible to move to/from an island to the adjacent sea zone for no movement cost, it is possible for Transport Fleets to move out to sea from an island's port, use their Strategic Transport capacity to move units, and then move back into the island's port.**

Strategic Movement does not require the use of a Supply Point; however, if moved Strategically into an enemy-controlled region via amphibious invasion, it does require a Supply Point. Ground units moving via a network of Transport Fleets may move into an enemy-held land region (creating an amphibious assault; see sections 7.1.8 and 8.2.3 for details). A unit moving in this manner uses the Amphibious Capacity of the Transport Fleet in addition to the Transport Capacity. Infantry, Militia, Airborne, Flak, and Artillery units use five amphibious Capacity per unit while Armor units use ten.

Units moving over a Transport Fleet may suffer Op-Fire in certain cases (see section 8.2) In this case, the Transport Fleet carrying the unit is fired at, and any damage to the Transport Fleet is also applied to the unit being carried by the Transport Fleet. Units attempting to move Strategically will be given a warning and a chance to cancel the move if the move will result in Op-Fire.

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## FACTORY MOVEMENT

Factories take up 30 Rail Capacity to be moved, but such movement also gives the Factory a Damage Level of 1 (representing the fact that it has to be taken apart; effort must be made to reassemble it at its destination) and prohibits the Factory from functioning during the turn it moves (even if it is repaired in the same turn). Captured Factories may **not** be moved, nor may any Factory be moved by sea. Factories may only be moved from and to land regions of the same Nationality.

There is one exception to this rule: French factories may NEVER be moved.

## 7.1.8 SPECIAL MOVEMENT CASES

### AMPHIBIOUS MOVEMENT

Ground units moving via a network of Transport Fleets may move into an enemy-held land region (this is referred to as Amphibious Movement, and is a form of Strategic Movement). A unit moving in this manner uses the Amphibious Capacity of the Transport Fleets in addition to the Transport Capacity. Infantry, Militia, Airborne, Flak, and Artillery units use five Amphibious Capacity per unit, while Armor units use ten per Armor unit. The Amphibious Capacity available in a region are shown to the right of the number of normal Transport Capacity in the region when the Show Strategic Move Capacity preference is turned on.

Units moving amphibiously expend both Transport and Amphibious Capacity in *all regions* they enter between their starting land location and the region they are invading. Units that participate in an amphibious invasion may not move using normal Strategic or Tactical Movement prior to or after the invasion. Units that amphibiously invade must begin their move on a coastal land or island region. They may only move over sea regions until they reach the region they are invading. After the amphibious attack is executed, the units may move no further during the turn.

The number of units that may amphibiously land in any one region in one turn is limited to the Amphibious attribute of the country's Transport Fleets. Thus, if the Amphibious attribute is three, three units may be landed in any one region during a turn. This limit is per region, so in this case three units could be landed in any number of regions during the turn. Once a country's Amphibious attribute reaches six, there is no limit to the number of units that may land in a region in a turn. For the purposes of per turn landing limits, each Armor unit counts as two units landed.

**Amphibious Movement may not be made into a Cold Weather Region during a Winter turn. Cold regions will be tinted white (snow) during Winter turns.**

If the player wishes to move a unit that will ultimately be part of an amphibious invasion, for only a portion of the entire move (in order to better dictate the path taken during the move), the player must hold down the Alt key when making the move. If this is done, Amphibious Points will be subtracted and the unit will still be able to move into an enemy region as part of an amphibious invasion. The player would do this if they want to closely direct the path the unit will take during its move to its final destination.

### MOVEMENT OF TRANSPORT FLEETS

Transport Fleets cannot move if they contain ANY cargo or they have used any of their transport capacity during the current turn. Once a Transport Fleet is touched by any kind of cargo,

including Resources, units, or Supplies, it is essentially stuck in that sea region until the following turn. The cargo on board is impacted by any damage done to the Transport.

When a Transport Fleet moves to a region containing another Transport Fleet that has all of its Movement Points remaining, no Movement Points are expended.

Since it is possible to move to/from an island to the adjacent sea region for no movement cost, as mentioned above, it is possible for Transport Fleets to move out to sea from an island, use their strategic transport capacity to move units, and then move back into the port. This is an effective way to protect your Transport Fleets.

**TACTICS TIP: It is advisable to move Transport Fleets first before moving any units to be carried by them. By doing so, Transport Fleets can move long distances by moving over other unmoved Transport Fleets that have not yet been used to carry cargo.**

## PORT TO PORT REBASE MOVEMENT

Units that start their movement in a port may expend twice their normal Movement Points when they move from their starting port directly to another port (rounded up). This may not be done if Op-Fire will occur, and if it is done, the unit may not move further during the turn.

## NAVAL MOVEMENT IN UNFRIENDLY WATERS

If a sea region does not contain an island controlled by the phasing power or does not border a land region controlled by the phasing power, then moving into that sea region will cost one additional Movement Point for surface Fleet units.

## MOVING THROUGH REGIONS OF A FRIENDLY WORLD POWER

Units may move through regions either occupied by units of another friendly player's or owned by a friendly player from the same Side, but they may **not** stop in these regions. For example, Western Allies troops could move through a Soviet-occupied space, but may **not** stop movement in that region.

The exception to this is that Supply units can move into an ally's regions, but at the end of the turn they become units of the country that own (or have units in) the region. For these purposes, Japanese and German units are considered friendly with each other, and Western Allies, Soviet, and Chinese units are considered friendly with each other. (Think Lend-Lease, which is an important game mechanic; see section 12.8 for more details.)

Units moving through friendly regions may **not** use the Strategic Movement assets of their ally (Rail capacity or Transport Fleets); they must move normally through these regions. Op-Fire may occur between units of friendly World Powers.

### 7.1.9 AIR UNIT HOME BASES

All air units have a home base, which can be changed by moving them from one friendly-controlled region to another friendly-controlled region during the same turn. The 'home base' is essentially a place of operations for the air unit, signifying where it moves from to conduct combat; when combat is completed, air units always attempt to return to their home base.

All Air units of the phasing player return to their home base automatically after a declared combat is resolved (returning along the same path as they had moved). At the beginning of each player's turn, all Air units not at their home base return to their home base automatically

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(these are patrolling planes returning home). Units automatically returning to base fly along the path they had previously taken. This movement may not be undone. Automatic return to home base movement is not subject to Op-Fire and does not expend Movement Points.

An air unit's home base changes under the following circumstances:

- 1) When an air unit (not including Carrier Air units attached to a Carrier Fleet; see section 7.1.10) moves into a friendly controlled land region.
- 2) At the end of a player turn (not including Carrier Air units attached to a Carrier Fleet; see section 7.1.10) all air units in a friendly land region will have their home base set to the current region.
- 3) When an Air unit loses its home base (because the region is captured) and the air unit is retreating from declared combat or is attempting to return from a patrol to its home base, the air unit must select a new home base. Determination of a new home base in this case is covered under the rules for retreating defending air units from declared combat (see section 8.5.4).

When undoing a move the changes in home base will be undone as well.

Air units may plot to move through a prohibited land region but may not stop in the prohibited region (thus you cannot click on the prohibited region itself as part of a move). Normal Movement Point costs apply.

## 7.1.10 CARRIER AIR UNITS

Carrier Air units automatically base on a Carrier Fleet when they move into and stop on a Carrier Fleet's sea region (it can then continue to move). One Carrier Air unit may be based on each Carrier Fleet unit. The Carrier Fleet and Carrier Air unit both display a chain symbol in the Unit Display to indicate they are linked.

A Carrier Fleet that currently has a Carrier Air unit based on it may not move if the Carrier Air unit not in the same hex. When a Carrier Fleet moves, the Carrier Air unit moves with it and the Carrier Air unit does not expend Movement Points (the Carrier Air unit is displayed riding the mouse cursor along with the Carrier Fleet unit). A Carrier Air unit may be rebased to a friendly land region by left clicking on the stack in the region and right clicking over the Carrier Air unit in the Unit Display. A Carrier Air unit can also be told to base at an empty Carrier Fleet in its region by left clicking on the empty Carrier Fleet and then right clicking on the Carrier Air unit.

A Carrier Air unit that moves off of a Carrier Fleet may undo its movement, but only if it returns to the same Carrier Fleet it took off from.

## 7.1.11 COMBAT AIR PATROL

Players may move Air units into sea regions or enemy-controlled regions that do not require combat and leave them there at the end of their turn. By doing this, the player is setting up a 'combat air patrol'. The player may move as many Air units (within range) as they want into one region. Enemy units that enter a region with a patrolling Air unit may be required to attack it during its turn. Patrolling air units will automatically return to their home base at the beginning of the owning player's next turn.

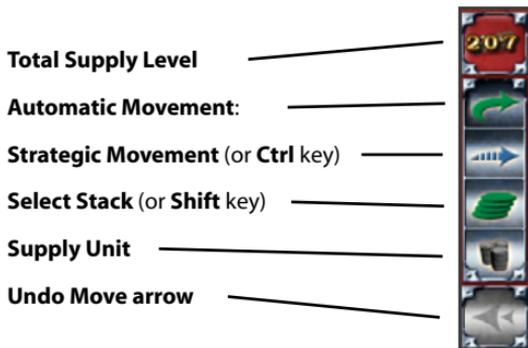
When the patrolling air unit and the enemy unit(s) finish combat, if the patrolling air unit's side wins and thus is not forced to retreat, the unit may remain in place in that region. If the patrolling air unit loses the combat, however, it will immediately return to its home base. A patrolling air

unit may keep fighting in as many combats as the enemy brings against it as long as it does not lose.

Note that air units moved into a region with enemy air units *will* result in a mandatory combat. A Combat Air Patrol must be set up in a region that is free of enemy air units.

**TACTICS TIP: It is often a very good strategy to use patrolling aircraft to fly protection over friendly Fleets, and/or to use them to fly interdiction to Op-Fire at enemy Fleets moving past them.**

## 7.1.12 UNIT MOVEMENT MENU



Units don't just expend Movement Points when moving; when a move is made, units also expend Supply from the original region they were in (or from the Supply Pool if not using Advanced Supply rules) or from a region adjacent to their original region if there is no supply in their original region. For Fleets, if no Supply is in the region, they will use a Supply source in an adjacent land region (ideally from an island in the same region if there is one, or if not, a non-island land region).

When a unit is selected, a small menu appears at the right of the screen. This is the Movement Menu, and can be used to determine the supplying of a unit and various movement options.

**Total Supply Level** indicates the amount of Supply your World Power has. Movement, battle, and just about everything else costs Supply Points to execute. See section 12.0 for more on Supply.

**Automatic Movement:** This is the default movement setting, which automatically selects whether Tactical or Strategic Movement is best for a unit to move. The computer will assume that Tactical Movement is desired if it is possible to make the requested move using Tactical Movement. If this is not possible, it will assume Strategic Movement is desired.

**Strategic Movement:** If this is selected (or the player presses and holds the **Ctrl** key), then the computer will move the unit via Strategic Movement. Since Strategic Movement does not utilize Supply, if the capacity exists players should always use this option and move strategically if possible. Remember that Transport Fleets must be built in order to facilitate movement across water, but Rail lines are considered to be inherent with land regions (although additional Rail

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lines cannot be built, lines can be repaired as they become damaged from Infrastructure attacks and/or conquest; see section 8.0 for more details on combat).

**Select Stack:** When this is selected (or the player presses and holds the **Shift** key) all the units currently selected in a region will move (Example: If on turn one of Campaign I the German player selects the Armor units in Western Germany, selecting this button will cause all seven Armor units to move at once when ordered to move).

**Supply Unit:** Expends a Supply Point and supplies the current unit from the region the unit is in. If the unit is already supplied, it supplies the unit for Extended Movement. When using the Advanced Supply rules, this option allows the player to specify from which region Supply comes from. In this case Supplies will automatically move (if possible) to supply the unit.

**Undoing Unit Movement:** Players may select a unit that has already moved; in doing so the path it has moved along is displayed. Left click on one of these regions to move the stack back to a region along its path.

Undoing will take back the move, and undo use of Supplies caused by the movement (if all use of the Supply has been undone). Once combat or Op-Fire takes place involving a moving unit, that unit may not undo its move back beyond the location of these events.

Undoing a move of a transported unit (that is, moved via Transport Fleet or Air Transport) will undo the move of the transport itself as well as the transported unit, as long as both units are in the same region.

**Undo Unit's Move:** Select to undo the movement that was made by one of the currently selected units. Undoing will take back the move as much as allowed, and undo the use of Supply caused by the movement (if all use of the supply has been undone). Once combat or Op-Fire takes place involving a moving unit, that unit may not undo its move back beyond the location of these events.

**Undo Stack Move:** When the Select Stack button is depressed (or the player holds down the Shift key) and the Undo button is pressed, all units in the current region will have their moves undone as much as possible.

The Undo Move option is available whenever the currently selected unit has a possible undo move.

**If a unit wishes to move into a region it has previously moved through during the same turn, holding down the Alt key will disallow undoing of movement. The unit can then move back into the region it came from. Otherwise, A World Divided™ assumes the player is attempting to undo their move if this is possible and will in fact undo the move if the Alt key is not depressed.**

## 7.1.13 AIR TRANSPORT OF UNITS (INCLUDING PARACHUTE MOVEMENT)

Infantry, Airborne, and Supply units (only) may be moved by air. To do so, go to a region with both a Heavy Bomber unit and an Infantry, Airborne, or Supply unit. Then:

- Select a Heavy Bomber unit, and
- Right click on an Infantry or Supply Unit in that same region in the Unit Display (that unit will now be riding the mouse along with the air unit). Up to 5 Supply units may be attached to a Heavy Bomber unit.

Infantry and Supply Units may only be moved to a **friendly** land region. Airborne units, however, may be moved to either a friendly land region or an enemy-owned land region (to engage in combat).

If Infantry, Airborne, or Supply Units are being moved to a friendly region, both the land unit being transported and the Heavy Bomber unit carrying them may end their turn in that region by right clicking on the unit in the new region. The range of a Heavy Bomber Unit moving to a friendly Region may be used up to its maximum range. To unload the carried unit(s), right click on the units in the Unit Display and they will de-link (this method can also be used to de-link Carrier Air Units from Aircraft Carrier Fleets if so desired).

If an Airborne Unit is being moved to an enemy land region by a Heavy Bomber, the Heavy Bomber unit may carry the Airborne unit no more than half of its remaining Movement Points (rounded up, but never more than two Movement Points).

A unit moving by Air Transport may **not** have moved prior to being loaded onto the Heavy Bomber, but may use Strategic Movement after being moved by Air Transport and unloaded (by right clicking on the unit to detach it from the Heavy Bomber).

The air unit may suffer from enemy Op-Fire in any unfriendly region (or sea region, if moving through or past one that is adjacent to an enemy-held land region) along its movement path. If a Heavy Bomber unit carrying a Supply or Infantry unit is hit by Op-Fire, the unit being carried suffers the same effects of the Op-Fire as the Heavy Bomber does.

If an Airborne unit moves into an enemy-held land region, units carried via Heavy Bomber are not supplied during the move. Thus, an airborne unit that uses airborne assault will fight as if unsupplied.

## **7.1.14 INTERDICTION OF MOVEMENT OVER WATER PAST ENEMY LAND REGIONS (INTERDICTION POINTS)**

This rule accounts for the disadvantages inherent whenever moving ships and aircraft through and over waters that can be controlled by enemy land-based airpower and small naval vessels (like PT boats). Even if an Air unit is not physically present, small numbers of aircraft and small ships (units not seen on the map) can cause sufficient damage to forces that sail by to make these land bases hard to ignore.

An enemy controlled land region qualifies as an Interdiction Zone if it meets the one of the following conditions:

- The region is adjacent to both sea zones that the moving unit has moved between, or
- The region is an island and the moving unit is leaving the sea region that contains the island.

In A World Divided™, whenever a naval or air unit (or a unit moving as cargo over a chain of transports) moves from one sea region to another sea region, each enemy controlled land region that qualifies as an Interdiction Zone will cause one Interdiction Point (IP) to be added to the moving unit. The exception to this is a moving unit does not accumulate IPs for the move out of the sea region it begins its turn in. Also, submarines never accumulate IPs (they are immune to IPs). IPs do accumulate on ground units that move via Transport Fleets.

**For example: A Western Allies unit moving from the Skagerrak to the Kattegat will accumulate two Interdiction Points if both Norway and Denmark are German controlled. If it continued and moved to the Baltic Sea, it would have 3 IPs as Denmark will once again count as an IP.**

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The IPs that will be added to a unit if it moves are displayed in a yellow circle when a unit is selected and its destination is pointed at with the mouse cursor. The current number of IPs that a unit has is shown below the unit in the Unit Display as a small number in yellow. Whenever the unit is attacked during the turn, the IPs of the unit will be added to the die rolls of the attacker. Whenever the unit attacks during the turn, the IPs of the unit will be subtracted from its die roll. IPs will continue to accumulate as the unit moves from sea region to sea region. IPs of units are reset to zero whenever they have completed an attack or at the end of the Movement Phase (whichever comes first).

## 7.1.15 DISBANDING FRIENDLY UNITS

A player may elect to disband one of their units on the map. To do this, select the unit in the Unit Display and then press "d" (this will destroy the unit). This may be done for any Ground, Naval, Air, or Supply unit. It may not be done for infrastructure units. This will be rarely used, but occasionally it may become necessary to destroy a friendly naval unit in order to allow units from an allied World Power to move into its region.

## 7.2 UNIT DISPLAY

The Unit Display appears on the screen in two instances. In the first, it appears when the mouse cursor is moved over or near a unit icon in any region on the map. When this occurs, the Unit Display will appear at the bottom of the screen, displaying all units in that region – including infrastructure such as Resource Points, Factories, and Rail Lines. A player can see the composition of enemy units in an enemy-held region (unless using Fog of War rules, in which case enemy units may not be seen, See the 'Fog of War' option in section 2.3.5 for details).

Another Unit Display appears on the screen when the player clicks on a unit icon in a region. This Unit Display will appear at the top of the screen and will show all combat units along with any infrastructure units that are moveable or repairable.

The Unit Display contains a large amount of information, which can give the player an at-a-glance ability to determine the status of their units in a particular region. This information is described below:



The **number at top left** is the number of units of this type with the given attributes in the hex.

The **number at top right** is the remaining Movement Points for these unit(s). Each unit generally spends one Movement Point per region moved; however, some land regions require two Movement Points. Units moving via Strategic Movement do not spend Movement Points (they expend Rail and Transport capacity instead; see 7.1 for details); rather, they use up their entire Movement Point allowance for that turn.

# The Game Turn

A **gold star** on the right signifies the unit is an Elite unit (see section 5.7).

A **silver star** on the right signifies the unit is a Veteran unit (see section 5.7).

A **red rectangle with a number or dash in the middle** on top of the unit icon indicates that the unit was fired at least once during the current movement phase, and the number indicates the unit's current Suppression Points (a dash indicates no Suppression Points).

A **small French or Italian flag** at the bottom center of the unit indicates that the unit is either a French or Italian nationality unit. These have significance when Vichy France is created (see section 10.8) and when Italy surrenders (see section 13.1.2).

**Three barrels displayed at bottom left** indicates the unit(s) has been supplied this turn.

A **green arrow** at the bottom indicates the unit(s) has moved Tactically this turn.

A **red arrow** at the bottom indicates the unit(s) has moved Tactically *and* has used Extended Movement (expending additional supplies) this turn.

A **blue arrow** at the bottom indicates the unit(s) has moved Strategically this turn.

A **target with green check mark** at the bottom indicates the unit(s) has participated in its one attack this turn.

At bottom right, **torpedoes** will be displayed indicating the amount of ammo the Submarine Fleet(s) has remaining (or, how many torpedo attacks they can make, one per torpedo). Submarine Fleets can use supplies to replenish their torpedoes (See section 12.5 for details).

At the bottom, a **chain with a number** indicates this unit is linked with another unit with a similar chain and number. 'Linked' units are units that are bound by transport, such as a Transport Fleet and an infantry unit. Transport Fleets and Heavy Bombers hold units, and Aircraft Carriers hold Carrier Air units.

A small **yellow explosion** at the bottom indicates an infrastructure item(s) is at Level 1 Damage.

A small **red explosion** at the bottom indicates an infrastructure item(s) is at Level 2 Damage.

A small number in yellow that appears just below the unit indicates the number of Interdiction Points the unit has gained during the current Movement Phase (see section 7.1.14).

For example, in the above screenshot, note that there are four Infantry unit icons – two in the top row (second and third from left) and two in the second



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row (first and second from left). This does not mean there are four Infantry total in this region; instead, this means there are four different states affecting infantry in this region. For example, the Infantry unit in the top row, second from left, shows a '2' in the upper left corner – this means there are two Infantry units with this status. The three barrels in the lower left corner show that the unit was supplied this turn, and the green arrow means it has moved Tactically during the current turn. So, two Infantry units were supplied and moved into this region during the current turn.

Let's look at the other three Infantry units. The third one from left in the top row has a dash in a box right over the icon, and a target with a green check mark. Also, note there is only one Infantry unit in this status (see the '1' in the upper left corner). The dash indicates this unit suffered no Suppression Points in the battle it just fought. The target/check mark icon indicates the unit participated in its one attack for the current turn. Now, look at the Infantry unit icon second from left in the bottom row; this one is similar to the last except it has a '1' in its red box. This means it has one Suppression Point assigned to it thanks to the battle it just fought in this turn. The Infantry icon that is at the far left in the bottom row is similar to the unit third from left in the top row. The one difference is it has a gold star indicating that it is an Elite unit.

## 8.0 COMBAT

Combat occurs when one side attacks either an enemy or neutral region, or enemy ships in a sea region. When one Side's units enter a region occupied by another Side, the attacking Side is declaring a combat against the defending Side.

### 8.1 MANDATORY OR OPTIONAL DECLARED COMBAT

There are cases when declared combat is mandatory (where it must be executed prior to a player turn being complete) and there are cases when declared combat is optional (where it may or may not be executed at the phasing player's discretion). A player may not end their turn while any mandatory declared combats remain unresolved.

With three exceptions, declared combat is mandatory whenever combat units of opposing (enemy) countries occupy the same region. Declared combat is also mandatory whenever ground units of one country occupy an otherwise unoccupied region that is owned by an enemy Nationality.

Two exceptions to mandatory declared combat instead create optional declared combat situations. These exceptions are:

- 1) One side has only Submarine Fleet(s) in a sea region with enemy combat units (Air or Naval) and the sea region is not Politically Frozen, or
- 2) One side has only Air units in a region with enemy combat units, there are no enemy Air units in that region, and the region is not a Politically Frozen or Neutral region.

The third exception to mandatory combat is if only opposing Transport Fleets occupy a region, no combat is required or even possible (i.e. enemy Transport Fleets can coexist in the same region).

#### 8.1.1. ATTACK SPECIFICATION

When units of one side enter an enemy's (or neutral's) land region or a sea region containing enemy units, the control marker that usually accompanies either units is displayed as a split circle – one World Power's control marker is displayed on one half, while the other's is displayed on the other half.



For the moving player to initiate an attack in a region, the type of attack must be specified. To do this, you must be in Map Mode and move the mouse over the units to be attacked. When this is done, an Attack Specification window will pop-up near the region and your options will be shown. There are several types of attacks, but not all units can undertake all of them. Left-click on the type of attack desired to initiate an attack. The forms of combat in A World Divided™ are, from left to right, top to bottom:

**General Attack** – A general assault conducted against enemy combat units.

**Resource Attack** – An attack by air units against Resource Centers.

**Airfield Attack** – An attack by air units against air units on the ground.

**Factory Attack** – An Attack by air units against Factories.

**Port Attack** – An attack by air units against naval units in an enemy Port.

**Rail Attack** – An attack by air units on Rail units.

**Close Window** (closes the Attack Specification window). It reappears whenever while in Map Mode the mouse is moved over the units in conflict.



Unless the attacking force entirely consists of Air units, the only attack option available is General Attack. When the attacking force is entirely made up of Air units the attacker may designate any of the six possible attacks. The only limitation in this case is whether there is a certain unit type to attack in the region (i.e. if there is no Factory in the region, a Factory attack will not be an option).

A General attack will attack enemy Ground units if a land region and enemy Fleets if a sea region (and in either case defending Air units in the air). A Resource attack will attack enemy Resource Centers (and defending air units in the air). An Airfield attack will bomb defending Air units while they are on the ground (after engaging them in the air). A Factory attack will attack enemy Factories (and defending Air units in the air). A Port attack will attack naval units in an enemy port (and defending Air units in the air). A Rail attack will attack enemy Rail units (and defending Air units in the air).

During General attacks, all ground units are eligible to fire at enemy Air units. During Resource, Airfield, Factory, Port, and Rail attacks, defending Flak units are the only eligible ground units that can fire at attacking Air units. In all attacks, defending Air units (but not Tactical and Heavy Bomber units if they are in a friendly land region which will remain on their airfields) will engage Air units in the air.

Resource, Factory, and Rail attacks are often more generally referred to as Infrastructure attacks.

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## 8.1.2 LIMITATION ON ATTACKS

A unit may only participate in **ONE** attack per turn. A unit that has previously attacked during its turn may not enter an enemy controlled region (except for submarines). Note that units that attack during their turn that are attacked themselves during another player's turn may indeed fire to defend themselves. A non-naval unit that is involved in an attack but does not fire, may participate in another attack during the same turn (i.e. it is considered to have not participated in an attack for the purposes of this limitation).

## 8.2 OPPORTUNITY FIRE COMBAT (OP-FIRE)

Under certain conditions, non-phasing units will fire at moving enemy units automatically. This is referred to as Op-Fire. Whenever a unit attempts a move that will generate Op-Fire, a warning will be given and the moving player will be told which units will Op-Fire and will be offered an opportunity to abort the move to avoid the Op-Fire. All Op-Fire is conducted as a Bombardment Attack (see section 8.3.4).

### 8.2.1 CONDITIONS THAT CAUSE OP-FIRE

Op-Fire may occur under the following circumstances:

- Air and Artillery units in land regions that are adjacent to a Narrows (see section 3.2.5) will Op-Fire at any Air or Naval units, or any unit moving strategically via transports, that move through the Narrows.
- Units will Op-Fire at any enemy units leaving their region (including units using Strategic Movement through a region, but not Air units returning to their home base (section 7.1.9) after a declared combat or a patrol).
- Air units on an island will Op-Fire at non-submarine units and units moving strategically via transports that move out of the sea region containing the island.
- Air units on a friendly land region or aircraft carrier will Op-fire at any non-submarine naval unit and any unit moving strategically via transports that attempts to move from one adjacent sea region (or the region containing the air units) to another adjacent sea region (or the region containing the air units).
- Air and Artillery units may Op-Fire against units amphibiously invading their region (see section 8.2.3).

### 8.2.2 OP-FIRE DETAILS AND EXCEPTIONS

When Op-Fire occurs, the following rules are in force:

- A unit will never be Op-Fired at by units in the region it occupies when it first moves out of the region it occupies at the beginning of its turn.
- Units that have just attacked will not be Op-Fired at by enemy units in the just completed combat region if the attacking units move out of the region.
- Fleets will never Op-Fire at enemy Submarine Fleets.

- Only Fighter and Carrier Air units may Op-Fire at moving Air units. No other units may ever Op-Fire at a moving Air unit.
- Submarines that have been fired at during the current player turn may not Op-Fire (they have been driven deep).
- The Evasion modifier for being previously fired upon during the current turn (section 8.3.3) does not apply during Op-Fire.
- Potential Op-Firing units must have a chance to hit the unit that is moving (judged by using normal, not Bombardment attack rules, and it assumes no critical hit will be scored), or no Op-Fire occurs.
- Op-Fire does not require or expend Supplies.
- Units that Op-Fire (or that are Op-Fired at) may not undo a move that occurred before the Op-Fire occurred.
- When a unit moving strategically via a Transport Fleet is shot at by Op-Fire, the Transport Fleet is actually shot at and the moving unit receives the same damage taken by the Transport Fleet. The moving unit is not attacked separately.
- A Carrier Air Group that is moving with a Carrier Fleet that gets shot at by Op-Fire suffers the same damage suffered by the Carrier Fleet. The Carrier Air Group is not attacked separately.



**Never, never, never believe any war will be smooth and easy, or that anyone who embarks on the strange voyage can measure the tides and hurricanes he will encounter. The statesman who yields to war fever must realize that once the signal is given, he is no longer the master of policy but the slave of unforeseeable and uncontrollable events.**  
-Winston Churchill

### 8.2.3 OP-FIRE AT UNITS AMPHIBIOUSLY INVADING

Artillery and Air units in regions that are amphibiously invaded have a special Op-Fire ability as follows:

- Each Artillery and Air unit gets to Op-Fire at the instant a unit attempts to invade its region. This Op-Fire is at the combat unit that is invading (not at the Transport Fleet). Air units performing this kind of Op-Fire against enemy units landing will also first fire at the Transport Fleets at sea via the other Op-Fire rules (adjacent sea region to same region Op-Fire).
- For each enemy ground unit already in the region being invaded at the moment an Artillery or Air unit fires, two is subtracted from the die roll of the firing unit (the modifier is called "Opportunity Fire Enemy units in region").

**For example, two Artillery units in a region defending against an invasion already have one attacking enemy Airborne unit in its region. The attacker moves an Infantry into the region from a Transport Fleet.**

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The first Artillery unit shoots at the Infantry unit. Two is subtracted from the attacking Artillery unit's die roll due to the enemy Airborne unit in the region. The Artillery unit fires and causes six Suppression Points to the attacking Infantry unit. The second Artillery unit fires also subtracting two and causes an additional five Suppression Points. The attacker then moves another unit into the region from another Transport Fleet. The first Artillery unit fires but has four subtracted from its attack die roll (as there are now two enemy units in the region). The second Artillery than fires also subtracting four.

## 8.3 COMBAT PROCEDURES

Each combat is resolved through a series of match ups with one unit firing (Firing Unit) at one enemy unit (Target Unit). This fire is resolved by the computer using six-sided die rolls modified depending on the situation. The rules that follow cover this combat fire, how units are matched up, and possible modifications, limits, and bonuses. However, the core of combat resolution in A World Divided™ involves the following:

The appropriate Attack Value of an attacking unit is determined as follows:

- **Land Attack** – Used against Ground units, against Infrastructure (Factories, Resource Centers, and Rail) during Infrastructure attacks, and against Air units on the ground during Airfield attacks.
- **Aircraft Attack** – Used against Air units.
- **Ship Attack** – Used against Fleets (except Submarine Fleets).
- **Anti-Submarine Attack** – Used against Submarine Fleets.
- **Torpedo Attack** – Used against Fleets (except Submarine Fleets) in addition to the use of the unit's Ship Attack.

The appropriate Attack Value is the number of dice that the computer will roll after the Armor attribute is subtracted from the Attack Value (armor has no effect on Torpedo attacks). These dice are all rolled together and added into one sum, which is the Attack Factor.

A Target Unit has a Defense Factor that is compared to the Attack Factor just generated. The Defense Factor is determined by taking the Target Unit's Evasion attribute and multiplying it by its Durability attribute.

The computer determines which unit will fire at which target unit (using certain targeting guidelines). Combat within a Phase is also simultaneous, so damaged and destroyed units may fire back.

Units have a Range attribute that determines which units fire first in land combat, or which units get to fire in Naval combat.

In combat between ground units, Artillery with a range of 3 can fire twice before all other land units get to fire. They fire first in a round at range 3, then first at range 2. They DO NOT fire at range 1. When targeting, Artillery will attempt to engage different targets with each of their attacks in order to spread their fire as much as possible. After Artillery has fired twice, other ground units get to fire.

In naval combat between surface (non-Submarine) Fleets, combat will be randomly determined to occur at either range 1 (close), 2 (medium), or 3 (long). Fleets may only fire if they have sufficient range.

As an example of a typical shot fired in ground combat, let's assume Germany attacks the Soviet Union in the Baltic States with five Infantry and two Armor units. The Soviets have three Infantry to defend with. The computer determines match ups randomly and has as the first match up a German Infantry unit attacking one of the Soviet Infantry units.

The German Infantry unit's Land Attack value is six, meaning it can roll six dice in combat. The Soviet Infantry unit has no Armor attribute, so no dice are deducted from this total. The computer rolls a 4, 6, 4, 6, 5, and 5, for a total of 30. Let's assume there are no die roll modifications, so the total Attack Factor for this particular combat is 30. The Soviet Infantry unit has an Evasion attribute of 5 and a Durability attribute of 4. Five multiplied by four equals a total of 20. Assuming no other modifiers are added or subtracted, the total Defense Factor for this particular shot is 20.

Once a total Attack Factor and a total Defense Factor is figured, they are compared. If the Attack Factor is greater than or equal to the Defense Factor, but not double the Defense Factor, one hit is scored on the defending unit. If the Attack Factor is equal to or greater than double the Defense Factor, two hits are scored on the defending unit. Otherwise, if the Attack Factor is less than the Defense Factor, no hits are scored on the defending unit.

The number of hits scored on a unit is important to remember – all units may take up to two hits before being destroyed; if one hit is scored, the unit is considered damaged (and is moved to the Production Track if possible for repair; see section 11.4). The only exception is Militia units can only suffer one hit before being destroyed.

In our example above, the German unit has an Attack Factor of 30 and the Soviets unit has a Defense Factor of 20. Since 30 is not double 20, but is greater than 20, one hit is scored on the Russian unit. If 40 were generated as the Attack Factor, the Soviet Infantry unit would have taken two hits, causing it to be destroyed. However, since combat is simultaneous, damaged or destroyed units get to fire back before their fate is applied. In the example above, with 7 attacking units and 3 defending units, there would be many shots fired by both sides before the combat concluded.

Now that the basics are covered, let's move on to the specifics.

## 8.3.1 COMBAT PHASES

Combat is divided into Phases to govern the firing of each unit. The combat phases are listed below in the order that they occur:

Air vs. Air

Ground (or ships) vs. Air

Air vs. Ground (or ships and subs, and includes airfield, port and infrastructure attacks)

Ship vs. Ship

Sub vs. Ship

Ship vs. Sub

Ship vs. Ground

Ground vs. Ground (range 3, artillery only)

Ground vs. Ground (range 2, artillery only)

Ground vs. Ground (range 1, all ground units except artillery)

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Examples:

*Ship->ship happens before sub->ship, ships hit by gunfire are easier for subs to hit and defend against.*

*Sub->ship happens before ship->sub, ships hit by a submarine will shoot back at a disadvantage.*

Fire within each phase is simultaneous. Units that are damaged or destroyed in one phase do progress to the next phase, but with the combat modifier disadvantages listed in 8.5.7 below.

In most cases, Ground units belonging to the Attacking Force that are damaged or destroyed in an Air phase or at range 2 or 3 land combat are not allowed to fire in later rounds of combat. They may be fired upon if only damaged, but they will not return fire.

Units get to fire once in each Phase. Units will attempt to select an enemy unit to fire at that is the same type, if possible, although all enemy units must be fired at by at least one unit before a unit will be doubled up on (i.e. an Armor unit will fire at an enemy Armor unit if there is one that has not yet been fired upon). Infantry, Militia, and Airborne units are all treated as one type for purposes of selecting targets during combat. Thus, a Militia unit will attempt to shoot at an enemy Infantry, Militia or Airborne unit if there is one that has not yet been fired at before targeting another type of unit.

The first exception to this is in the Air to Ground phase, where each attacking air unit will be fired at by one enemy ground unit. The Ground unit with the best AA value will fire at the first attacking air unit. The Ground unit with the second best AA value will fire at the second attacking air unit, and so on.

The second exception to the basic rules is that Air units that are bombing Ground units will attempt to fire at Artillery units first, with each Artillery unit being attacked by two Air units before any non-Artillery units will be attacked. Bombarding Fleets will also attempt to target Artillery units first.

The order of firing units and target selection is randomized during combat within each combat Phase.

## 8.3.2 COMBAT ANALYZER

The Combat Analyzer is displayed when the player moves their mouse cursor over the combat symbol in a contested region. This is part of the region pop-up, and this preference must be active for the player to view the analyzer. It provides information analyzing the upcoming battle so the player may more easily gauge how many troops should be thrown into the attack before victory is a possibility (thereby avoiding making understrength attacks). It assumes the player will execute a General Attack and does not account for any available Fleets to bombard.



The information at top includes the regional information that appears normally in the game (if the option to do so is selected). Below this is where the Combat Analyzer information is displayed, which includes:

**Projected Attacker Losses:** The number of losses the attacker can expect in the upcoming combat, expressed up to two decimal places. Above, we can see that the Projected Attacker Losses for the upcoming combat is **0.30**. This represents the expected number of hits on friendly units, where each unit may not even take one hit since the number is so low (militia may only take one hit before being destroyed). So, a region being attacked by two Infantry and one Militia could never have Projected Attacker Losses greater than five.

**Projected Defender Losses:** The number of losses that the defender can be expected to lose in the upcoming combat, expressed up to two decimal places. Above, we can see that the Projected Defender Losses for the upcoming combat is **8.06**. As with Attacker Losses, this is the expected number of hits on enemy units.

**Probability of Success:** This tells the attacker the percentage chance he has of taking capturing the region and forcing the enemy to retreat. The combat formulas are quite complex, and this is just a projected percentage, so it is not perfect. Even a listed probability of success of 100 does not guarantee a victory, although in most cases it can be relied on. The Probability of Success in the above screenshot example is **100**.

**Attacker should take area:** If the expected probability of success is greater than 50, the computer will state that the Attacker should take the region.

**In order to see analyses of other types of attack, move the mouse over the other attack options on the Attack Specification Window. Since only General Attacks can cause a defender to retreat, there is no Probability of Success shown for non-General Attacks.**

### 8.3.3 COMBAT MODIFIERS

In any combat situation, units are defined as either belonging to the Attacking Force or Defending Force, and they are further defined as either Firing Units or Target Units as follows:

**Attacking Force** – Units of the moving (phasing) player

**Defending Unit** – Units of the non-moving (non-phasing) player

**Firing Unit** – Unit that is firing at an enemy unit in an attempt to damage it

**Target Unit** – Unit that is being fired at by an enemy unit

#### MODIFIERS TO A TARGET UNIT'S EVASION ATTRIBUTE DURING COMBAT

**For each shot fired by one Firing Unit against one Target Unit, these modifiers are cumulative and applied to the Target Unit's Evasion attribute.**

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Negative Modifiers	
-1	Unit in Defending Force in a Politically Frozen region that is attacked (surprise rule)
-1	Unit is Amphibiously Invading
-1	Unit is Unsupplied
-1	German unit in a cold weather Soviet Nationality region during the first winter turn following a German declaration of war with the Soviet Union.
-1	Unit is an Air or Naval Unit and has been previously fired upon by a different Firing Unit during this turn*
Positive Modifiers	
+1	Unit in Attacking Force in a Politically Frozen region (surprise rule)
+1	Firing Unit is Unsupplied
+1	Firing Unit Damaged during a previous combat Phase of the current combat (Example: a unit damaged by artillery at range 2 that is now firing at an enemy at range 1)
+2	Firing Unit Destroyed during a previous combat Phase of the current combat (supersedes +1 for being Damaged)
+1	Unit in Defending Force in a region that is fortified (Leningrad is an example of this) and the attack is a General Attack
+1	Unit in Defending Force in a cold weather region during a winter turn (unless a German unit in a cold weather Soviet Nationality region during the first winter turn following a German declaration of war with the Soviet Union)
+1	Unit in Defending Force and the Firing Unit is German in a cold weather Soviet Nationality region during the first winter turn following a German declaration of war with the Soviet Union.

\*Clarification: A unit that fires more than once at an enemy unit in the same battle does not count its previous attack when determining if the target was previously fired upon this turn.

*Example: A unit fired at by both Ship Attack and Torpedo Attack from the same Firing Unit in the same battle (and no other unit prior to these attacks), will not suffer an evasion reduction during the Torpedo Attack.*

**If war is declared on the Soviet Union during a Winter turn, the first Winter turn FOLLOWING (i.e., four turns later) will have the First Winter modifier.**

**TACTICS TIP: The Soviet Player should always take advantage of the first Winter rule to aggressively attack the German player at every opportunity. This is often the only opportunity for inferior Russian units to fight evenly with German units in the first year or two of the Russo-German conflict.**

## DICE ROLL MODIFIERS TO COMBAT ATTACKS

Several conditions can cause an adjustment to a Firing Unit's dice roll total as follows (these are cumulative within each shot fired by one Firing Unit against one Target Unit):

<b>Negative Modifiers</b>	
-1	Target Unit is a land unit in a Defending Force in a Rough Terrain region.
-1	Firing Unit is an air unit shooting, in air-to-air combat, at a Target Unit that is an air unit defending in a land region friendly to the Target Unit.
-2	Firing ground unit shooting at a Target ground unit that is part of the defending force and the defending force has a working rail unit (no damage or level 1 damage) in the battle region.
-2	Target Unit is Veteran (see section 5.7)
-4	Target Unit is Elite (see section 5.7)
-5	Firing naval unit bombarding a land region that does not contain a friendly ground unit.
-2 per unit	Firing Unit is Op-firing at a unit amphibiously invading, a -2 modifier for each phasing player unit already in the region being invaded (see section 8.2.3 for details).
-1, -2, or -3	Dispersed Submarines - Whenever a non-phasing Submarine Fleet is the Target Unit, the number of Submarine Fleets in the region (that is, ONLY Submarine Fleets of the player whose Fleets are being fired on) is counted up before the combat begins. If only one Submarine Fleet is in the region, the unit firing at the sub gets a -3 to its die roll, if 2 subs are in the region, the Firing Unit gets a -2 to its die roll, if there are 3 subs, the Firing Unit gets a -1 to its die roll, if four or more there is no modifier. Phasing subs get no bonus (this modifier is intended to cut down the lethality of hunter-killer attacks versus non-concentrated subs).
- Firing Unit Suppression Modifier	Suppressed units suffer a die roll modifier when firing in combat. A number between 1 and the number of suppression points of the Firing Unit at the start of the current Combat Phase is randomly subtracted from the die roll.
- IPs	The number of Interdiction Points of the Firing Unit (see section 7.1.14 for more details)
- AHL	Attack Help Level – Subtract the Attack Help Level of the Target Unit
<b>Positive Modifiers</b>	
+ Critical Hit Modifier	All shots fired have a 5% chance to score a Critical Hit. If a critical hit is scored, a number equal to the target's unmodified Evasion attribute times its unmodified Durability is added to the attacker's die roll.
+4	Firing Unit is Elite. (see section 5.7)
+3	Blitzkrieg/Combined Arms - Firing ground units shooting at ground units that are part of the Defending Force, if all of the following conditions are met: 1) at the beginning of the combat the attacker has at least ONE air unit (not including fighter units), ONE armor unit, ONE artillery unit, and ONE infantry unit 2) the defender does not have ONE unit of each of these four types 3) the Attacking Force has at least as many armor units as the Defending Force.
+2	Firing Unit is Veteran (see section 5.7)
+2	AA Support Bonus – If the Firing Unit is a flak unit firing at an air unit and the number of flak units exceeds the number of enemy air units in the battle (see section 8.7.5 for more details).
+1	Firing Unit achieves Signals Intelligence advantage (see section 9.3).
+ Target Unit Suppression Modifier	1/3 (rounded down) of the suppression points of the Target Unit at the start of the current Combat Phase is added to the die roll.
+ IPs	The number of Interdiction Points of the Target Unit (see section 7.1.14 for more details).
+ AHL	Attack Help Level – Add the Attack Help Level of the Firing Unit

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## COMBAT DICE ROLL MODIFIER APPLICATION SUMMARY

Here is the complete breakdown of how dice roll modifiers are applied to each shot fired during combat.

If the region is Frozen, only the following modifiers are applied to Target Unit's that are part of the Defending Force:

- The Suppression bonus/penalty modifiers are applied, then
- Any Critical hit modifier is applied
- If the attack is a bombardment attack, double the total combined modifier

In all other cases, the following modifiers are applied:

- The attack help modifier is applied.
- If the Target Unit's Evasion attribute times its Durability attribute is 12 or less, the cumulative modifier to this point is capped at +1/-1.
- Other modifiers are applied (all those not specifically listed in this Summary)
- The cumulative modifier at this point is capped at +/- the number of attack dice to be rolled (any adjustment required by this cap will be referred to in the mouseover information in the Detailed Combat Report Screen as 'Limit Adjustment').
- The Dispersed Submarines modifier is applied
- Suppression bonus/penalty modifiers are applied.
- Any Critical hit modifier is applied.
- Penalty for Op-Fire against invasions is applied at -2 per enemy unit already in the region.
- If the attack is a bombardment attack, double the total combined modifier

### 8.3.4 SUPPRESSION AND BOMBARDMENT ATTACKS

Units may gain Suppression when fired upon. Suppression is measured in Suppression Points. Suppression Points are not added to the unit until the end of the Phase of combat in which the Suppression was inflicted. Suppression Points from multiple attacks are accumulated. Suppression Points for all units are removed at the end of each Movement Phase. Suppression Points are shown over the units in the unit pop-ups, as well as on units in the Combat Report Screen (in the Combat Report Screen, the number shown is the amount that exists at the moment a shot is taken, so any specific unit may have different numbers shown for different shots during one battle on the Combat Report Screen). A unit that is fired on will gain a dash (-) icon on its unit display, if the unit suffered no Suppression.

Suppressed units suffer a die roll modifier when firing in combat. A number between 1 and the number of Suppression Points of the Firing Unit at the start of the current Combat Phase is randomly subtracted from the die roll. One-third (rounded down) of the Suppression Points of the Target Unit at the start of the current Combat Phase is added to the die roll.

An undamaged, suppressed unit will be damaged if it's accumulated Suppression Points equal or exceed its *Durability* attribute times 5. Previously damaged units will never suffer a second hit due to Suppression (they cannot be destroyed by accumulated suppression).

### SUPPRESSION DUE TO BOMBARDMENT ATTACKS

Bombardment attack rules are employed whenever Naval, Air, or Artillery units fire on Ground units. Anti-aircraft fire against Air units (by Fleets or Ground units) is also executed as a Bombardment attack.

Also, all Op-fire attacks are considered to be Bombardment attacks. Bombardment attacks will never cause direct damage to land units (however units may become damaged due to accumulated Suppression Points). Suppression Points inflicted during Bombardment attacks equal the total die roll divided by a number between one and the Target Unit's modified Evasion attribute (determined randomly).

**All combat die roll modifiers are doubled during Bombardment attacks.**

## SUPPRESSION DUE TO NORMAL ATTACKS

Suppression Points can be inflicted during normal combat fire (any fire not defined above as a Bombardment attack) and equals half the total die roll (rounded down) divided by the defending unit's modified Evasion attribute (with the total rounded down).

## NAVAL BOMBARDMENT (SHIP VS GROUND)

Naval Bombardment is a type of bombardment attack that involves Heavy and Light Fleets. These Fleets will attempt to bombard a land region they are adjacent to that is attacked by friendly ground and/or air units during their turn. This will not happen if the bombarding fleets are in a mandatory combat sea zone at the instant that the land combat is resolved. The number of fleets that can bombard is equal to one plus the number of units that are amphibiously invading the region being bombarded. Bombarding ships will select any enemy artillery units as their primary targets. Artillery will return fire at bombarding ships (this Artillery fire is normal fire, not a Bombardment Attack). When a possibility exists for ships to bombard, before the combat is resolved, the player will be asked if they wish the ships to bombard. If the player answers no, no ships will bombard. One should consider the presence of enemy artillery, and whether they are likely to be destroyed by friendly airpower, before giving approval to bombard. Ships can be very vulnerable to fire from artillery.

## 8.4. COMBAT RESOLUTION

After combat has been resolved (through automatic computer determination), the Combat Results window will display.

The name of the region the combat takes place in is displayed near the top. Which World Power was forced to retreat (if any), and the Naval Range of combat (see section 8.6.1) is also displayed. The window is divided at the bottom into two columns: at left, Damaged units; at right, Destroyed units.



**Everyone imposes his own system as far as his army can reach.**  
-Joseph Stalin



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The three buttons at top, from left to right, will display combat detail, freeze the current window in place, and exit the results window, respectively.

The 'freeze' button will keep the results window displayed until you click the 'X' button, which will close it.

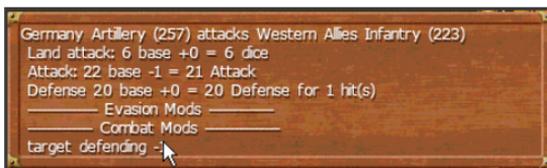


The 'explosion' button will display details regarding the combat that just took place. (The Detailed Combat Reports Screen button – or the F2 button – will display the same information for the last combat resolved.)



This detailed screen will show a recap of the damaged and destroyed units in the top half of the screen, while the bottom half will display a scrollable list of the combat results. This shows you the total number of combat participants, which units attacked whom, and the attack/defense numbers as well as die rolls made by the computer to determine their fate(s). Reading left to right in each line, the Firing Unit is displayed first with its internal ID number below it and its current suppression shown over the unit. Next is the icon indicating the unit attribute that is being used for the

attack (example: a small tank firing represents the unit is using its Land Attack attribute). If the attack is a Bombardment Attack, the icon is white, if a normal attack it is red. Next the Target Unit is shown with its internal ID number. Next the dice rolled by the attacker are shown with any dice roll modifier shown as a plus or minus number. Next within a red rectangle is the net die roll. Next within a green rectangle is either the Target Unit's net defense, or in the case of a Bombardment Attack, the Target Unit's Evasion die roll. Next explosion symbols are displayed to indicate hits scored (one is damaged, two is destroyed). Next a within a brown rectangle with 3 small explosions is the amount of suppression to the Target Unit caused by the attack. If the Firing Unit was promoted to Veteran or Elite status due to this attack, a silver or gold star is displayed at the end of the line of information.



**More complete information regarding the modifiers that have been applied to each combat are displayed in the pop-up windows that appear when the mouse hovers over a combat line on the Detailed Combat Report Screen.**

When finished viewing the information, click the **Map** button from the toolbar (or press **F1**).

## 8.5. RETREAT FROM BATTLE

Whenever a declared combat occurs, the defending player will be forced to retreat immediately after the combat is resolved under the following conditions:

- If a land region and the attacker have at least double the defender's surviving Infantry, Militia, Airborne, and Armor units present. Rough Terrain or fortified regions increase the ratio needed for the attacker to take a region to 3:1. A combined rough/terrain/fortified region requires the attacker to achieve a 4:1 ratio to force the defenders to retreat.
- The attacker must have at least one surviving Infantry, Militia, Airborne, or Armor unit to force the defender to retreat. In this case the attacker takes control of the region. Example: after a battle, two defending Infantry units remain. For the defender to retreat, the attacker must have at least 4 Infantry, Militia, Airborne, and/or Armor units in the region.
- If a land region and the attacker has at least one surviving Infantry, Militia, Airborne, or Armor unit and the defender has no surviving defending Infantry, Militia, Airborne, or Armor units. In this case the attacker takes control of the region.
- If a sea region and the attacker have a Naval Value of surviving units that is at least double the Naval Value of the defender's surviving units (see section 2.1 for the definition of Naval Value). The attacker must have a Naval Value of at least one to force the defender to retreat.
- If a sea region and the attacker have a surviving Naval Value of at least one and the defender has a surviving Naval Value of 0.

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If the defending player is not forced to retreat, the attacking player must retreat, unless either:

- The region is a land region already controlled by the attacker, or
- The region is a sea region and only occupied by surviving defending Submarine or Transport Fleet(s). In either of these cases, the attacker also does not retreat.

## **Submarine Fleets NEVER retreat.**

If a Carrier Fleet is forced to retreat, then the Carrier Air units based on that Fleet immediately retreat with it (even if not in the same region).

Attacking Air units in a declared combat always move back to their home base at the conclusion of combat (they do not take Op-Fire during this movement).

**TACTICS TIP: It is often a very good strategy to use patrolling aircraft to fly protection over friendly Fleets, and/or to use them to fly interdiction to Op-Fire at enemy Fleets moving past them.**

Air units that lose their home base (because their home base is captured or their Carrier Fleet is damaged or sunk – but not air units that end their movement on a Transport Fleet and thus are temporarily without a home base) attempt to find a new home base. A defending air unit that is forced to retreat will retreat to its new home base. An Air unit that starts its turn without a home base (and not on a Transport Fleet) or whose home base has been captured will immediately attempt to find a new home base and will expend Movement Points flying to there. Finding a new home base is covered under the rules for retreating defending air units from declared combat in section 8.5.4.

**THE LAST CAVALRY CHARGE IN HISTORY took place on August 23, 1942, at Izbushenski on the Don river. A Russian counteroffensive drove a wedge between the German 6th Army and the Italian 8th Army. The Italian Savoia Cavalry, commanded by Colonel Bettoni, consisting of 600 mounted Italian troops armed only with sabers, charged 2,000 Soviet troops armed with mortars and machineguns. The Italians' charge caused the Russians to flee the battlefield, thereby closing the breach, destroying two Soviet battalions in the process. The Italians suffered 32 casualties.**

## **8.5.1 RETREAT PATH PRIORITIES FOR AN ATTACKER IN DECLARED COMBAT**

When an attacking unit is forced to retreat after declared combat, it moves back along the path on which it had moved if this takes them to a friendly-controlled land region or a sea region that would not force a mandatory combat. If this is not possible, they will retreat to any adjacent friendly controlled land region or sea region that would not force a mandatory combat. If the unit is a land unit and it must move onto a Transport Fleet, the land unit is damaged.

If an attacking unit did not move during its turn, then the unit retreats as if it was a defending unit.

Air units returning to their home base after declared combat (whether they are attacking or defending) are not considered to be retreating and do not suffer Op-Fire.

## **8.5.2 RETREAT PATH PRIORITIES FOR DEFENDING GROUND UNITS IN A DECLARED COMBAT**

Defending ground units attempt to retreat to a friendly region by the following priorities:

- The unit traces a path to the nearest friendly Factory that can be reached along a valid Rail Strategic Movement path (the region the unit starts in does not have to have Rail capacity). The unit then retreats one region along this path.
- The unit traces a path to the nearest friendly Factory that can be reached along a valid movement path of only friendly land regions. The unit then retreats one region along this path.
- The unit retreats to the adjacent friendly land region with the most combat units.
- The unit traces a path to a friendly Factory that can pass through allied regions and/or sea regions that contain friendly Transport Fleets. In this case the unit is damaged and carries out the special movement of damaged units after combat as described below.

If several regions meet the above requirements equally, the unit will retreat to the region with the MOST Supply.

**Units will ALWAYS retreat to an Unfrozen region according to the above four priorities BEFORE they will choose any Frozen region.**

### **8.5.3 RETREAT PATH PRIORITIES FOR DEFENDING NAVAL UNITS IN DECLARED COMBAT**

Defending naval units attempt to retreat to a friendly region by following the priorities given below after retreating; if damaged they will carry out special movement of damaged units after combat):

- The unit traces a path to the nearest sea region adjacent to a friendly Factory that can be reached along a valid Strategic Movement path of Transport Fleets and unoccupied by enemy units (the region the unit starts in does not have to have a Transport Fleet). The unit then retreats one region along this path.
- The unit traces a path to the nearest sea region adjacent to a friendly Factory that can be reached along a valid naval movement path free of enemy or allied units. The unit then retreats one region along this path.
- The unit moves to any adjacent sea region unoccupied by enemy or allied units (they go to the region with the most friendly combat units).
- The unit traces a path to the nearest sea region adjacent to a friendly Factory that can be reached along a valid naval movement path free of enemy units. There must be at least one region on this path that is free of allied units. The unit then retreats back along this path until reaching the port containing the factory they are tracing to if there is one.
- The unit traces a path to the nearest sea region adjacent to a friendly Factory that can be reached along a valid naval movement path free of enemy units (except for Transport Fleets). There must be at least one region on this path that is free of allied units or enemy Transport Fleets. The unit then retreats back along this path until reaching the port containing the Factory they are tracing to if there is one.
- The unit traces a path to the nearest sea region adjacent to a friendly Factory that can be reached along a valid naval movement path free of enemy units (except for Transport and Submarine Fleets). There must be at least one region on this path that is free of allied units or enemy Transport and Submarine Fleets. The unit then retreats back along this path until reaching the port containing the Factory they are tracing to if there is one.
- The unit will retreat to the nearest sea region empty of enemy or allied units.

**Units will ALWAYS retreat to an Unfrozen region according to the above seven priorities BEFORE they will choose any Frozen region.**

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Naval units will never retreat through a narrows that is controlled by an enemy land region. Also, Fleets are never allowed to retreat further than their maximum Speed attribute.

Fleets retreating from a port that is captured will follow the standard retreat rules listed above; however, they must be able to trace to a friendly port (this retreat movement does not qualify for the port rebase bonus).

If a region containing a port is attacked, and the computer expects the port to be captured, any Fleets in the Port will immediately move to an adjacent sea region that is unoccupied by enemy Fleets (if there is one).

## **8.5.4 RETREAT PATH PRIORITIES FOR DEFENDING AIR UNITS IN DECLARED COMBAT**

Air units always retreat to their home base if they have one. If an Air unit finds itself without a home base and it is forced to retreat, it picks a new home base and then moves to it (it does not take Op-Fire). The priority for determining the new home base is as follows (if the unit cannot find a new home base, it is destroyed):

- The unit traces a path to the nearest friendly Factory that can be reached along a valid Strategic Movement path of Rail lines (the region the unit starts in does not have to have a Rail line). The unit then sets its home base to the first region along this path.
- The unit traces a path to the nearest friendly Factory that can be reached along a valid movement path of only friendly land regions. The unit then sets its home base to the first region along this path.
- The unit traces a valid air movement path to the region with the nearest friendly Factory (which must be within the unit's movement range) and sets that region as its home base.
- The unit traces a valid air movement path to the region with the nearest friendly region with a friendly Supply unit (must be within the unit's movement range) and sets that region as its home base.
- If a Carrier Air unit, the unit traces a path to the closest Carrier Fleet without an attached Carrier Air unit (which must be within the unit's movement range) and sets that Carrier Fleet as its home base.

**Units will ALWAYS retreat to an unfrozen region according to the above five priorities BEFORE they will choose any Frozen region.**

## **8.5.5 SPECIAL MOVEMENT OF DAMAGED UNITS AFTER COMBAT (DECLARED COMBAT AND OP-FIRE)**

After combat and any retreat from combat called for is completed, all damaged units automatically attempt to move to a friendly Factory (or for Naval units, a region with a port and a Factory that can repair the Naval unit). For a unit in a battle in a land region, as long as the unit can trace a legal movement path not through enemy-controlled regions (of any length) to a friendly Factory, the unit is removed from the map and placed in the Production Pool according to the rules for repairing damaged units (see section 11.4). The path may go through allied regions and ground units may trace through sea zones if occupied by friendly Transport Fleets. For a unit in a battle in a sea region, it need not trace a path of friendly regions in order to be placed on a Factory; however, surface naval units must trace a valid naval movement path in length of no more than 20 Movement Points to a port with a Factory or be destroyed. Submarine Fleets must trace a path in length of no more than 15 Movement Points or be destroyed. Damaged Naval units may NOT trace this movement path through Canals if they do not own the Canal region. These Movement Points are calculated AFTER any retreats are carried out.

Additionally, all damaged units must trace to a Factory in a region that is NOT hostile to the player in order for the unit to be placed on a Factory for repair. Any Nationality that is being occupied counts as a hostile region. For example, a Japanese unit must trace back to Manchuria or Japan to be placed on a Factory for repair; tracing to Chungking, even if Japanese-controlled, is not allowed since Chungking is an occupied region. Damaged units that cannot meet this requirement will be destroyed.

A damaged unit will attempt to move to a Factory with the same Nationality as the unit (if possible). A unit will not go to a Factory in a Politically Frozen region if there is a Factory it can reach in an Unfrozen region.

If no legal path exists, the unit is destroyed. Units do not suffer Op-Fire during this special movement.

## PORT PRIORITIES FOR DAMAGED NAVAL UNITS

Whenever Naval units are damaged in combat, they will automatically return to a friendly port for repairs. The port selected will be the one with the highest value calculated as follows:

- Add the maximum Production capacity in the port's region.
- Subtract the current Production used in the port's region.
- Subtract the range from the damaged unit to the port (the number of Movement Points a naval unit would need to move there).
- Subtract 250 if current Production used is equal to or greater than max Production in the region (i.e., there is no available Production).
- Subtract 500 if the region is not of the same Nationality as the naval unit (U.S. ports for English ships, for example).
- Subtract 1000 if the region is Frozen.

## 8.6 LIMITATIONS ON NAVAL COMBAT

Due to the inherent difficulties in spotting and engaging enemy ships at sea, there are several limitations on ships in combat.

### 8.6.1 SURFACE SHIP COMBAT

In Surface Naval combat (combat in sea regions between non-Submarine Fleets), the computer determines which range the battle is going to take place at, and battle occurs only at that range. If at Range 3, only surface ships with a range of 3 may fire (Heavy Fleets). If at range 2, surface ships with a Range of 2 or greater may fire. If at Range 1, all surface ships may fire, and all ships will also fire Torpedoes (Torpedoes cannot be fired at range 2 or 3). In all cases, before surface combat is resolved, any Air vs. Air and Air vs. Ship combat is resolved. The chance of fighting at Range 1 is 50%, Range 2 is 17%, and Range 3 is 33%; however, the range will be reduced so that at least one ship is within range and can fire (i.e. if only Light Fleets are involved, and Range 3 is selected by the computer, the Range will be reduced to 2, if only Carrier Fleets are involved, the Range will be reduced to 1). The range at which a Surface Naval combat was resolved at is displayed on the Combat Results window (see section 8.4).

Naval ship-to-ship combat is unique in that not all ships participate. The number of ships that are allowed to fire and be fired upon on both sides is determined as follows. When a naval battle occurs, the computer uses an X-sided die (where X is equal to the total number of Heavy, Light, and Carrier Fleets in the region of the player with the greatest number of these Fleets in the region) and a Y-sided die (where Y is equal to the total number of Heavy, Light, and Carrier Fleets

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in the region of the player with the least number of these Fleets in the region). The side with the most number of Heavy, Light and Carrier and Fleets in the region of the battle makes two die rolls both using the X-sided die. The smaller of the two die rolls is the number of that side's ships that fight (usually first Heavy Fleets, then Light Fleets, and so on, with Carrier Fleets only being engaged once all Heavy and Light fleets are engaged).

The side with the smallest number of surface Fleets in the region the battle occurs in also makes two die rolls, one with the X-sided die and the other with the Y-sided die. The smaller of the two die rolls is the number of surface ships of the smaller side that participates in the battle (also usually Heavy Fleets first, then Light Fleets, with Carrier Fleets last).

Example: 3 Heavy Fleets and 2 Light Fleets attack an enemy force of 1 Heavy and 1 Light Fleet. Since the attacker has 5 Fleets, he rolls a 5 sided die twice. The attacker rolls a 5 and a 2. The lowest number is used, so 2 attacking fleets will engage in combat. The defender rolls a 5 sided die and then a 2 sided die. The defender rolls a 3 and a 1. Once again the lowest number is used, so 1 defending fleet will engage in combat.

Regardless, even if a phasing player Fleet does not participate in combat due to this rule, it will still be counted as having participated in combat during the phase and will not be able to participate in another attack during the same movement phase. Fleets that do not participate in the combat are still counted into the calculation of the Naval Values in the region which determine which side retreats. Since all Fleets are counted, they are all listed on the Detailed Combat Report Screen.

Note that Transport Fleets may never initiate combat on their own, but may fire on enemy Submarine Fleets in a battle initiated by other Fleet units (friendly or otherwise). Transports in an attacking force will not participate in surface combat (but will retreat if the attacking force retreats). Defending transports will not be engaged by surface ships if there is a friendly surface Fleet in the region. Unprotected Transport Fleets may be attacked by enemy surface ships.

**TACTICS TIP: If you wish to engage enemy Transport Fleets that are covered by defending combat Fleets, you first must send in some combat Fleets to engage and drive off the defending combat Fleets. If successful, this may force the Transport Fleets to retreat. Once unprotected by escorts, Transport Fleets can be easily destroyed by follow-up combat Fleets.**

## 8.6.2 SUBMARINE ATTACKS ON ENEMY WARSHIPS

Historically, it was very difficult for submarines to attack surface warships. To account for this, whenever a Submarine Fleet attempts to fire at a surface Fleet that is not a Transport Fleet, there is a 67% chance that the Submarine Fleet will not fire (it is listed in the detailed Combat Report screen as matched against the warship target but with a zero (0) die roll).

## 8.7 SPECIAL RULES FOR AIR UNIT COMBAT

There are several rules that apply only to combat involving air units.

### 8.7.1 AIR UNIT LAND ATTACK ADJUSTMENTS CAUSED BY TARGET TYPE

The following adjustments are made for air units attacking fixed target types:

- Tactical Bomber and Carrier Air units have their Land Attack attributes reduced by one when attacking rail targets.

- Tactical Bomber, Fighter, and Carrier Air units have their Land Attack attributes reduced by three when attacking Resource Centers or Factories.
- Fighter Air units have their Land Attack attributes increased by one when attacking Airfields.

## 8.7.2 AIRFIELD ATTACKS

Air units other than Fighters, bombed on the ground during an Airfield attack, will defend with an Evasion attribute of 5 and will get NO Armor benefit (Fighters use their normal Evasion). Air units will not have their Evasion modified for any other reason when bombed on the ground during an Airfield attack.

## 8.7.3 CARRIER AIR NAVAL ATTACK TARGETING AND COUNTERSTRIKES

Carrier aircraft were trained to attack enemy aircraft carriers as the first priority. When Carrier Air units attack Naval units, target selection will be weighted as follows (they will also double up on Carrier Fleets just as Air units double up on Artillery):

Carrier Fleet	40
Heavy Fleet	4
Light Fleet	2
Transport Fleet	1
Submarine Fleet	1

Whenever Carrier Fleet based Air units in a sea region attack an adjacent sea region that contains Carrier Fleet based Air units, after their air attack is resolved, all remaining aircraft (including Carrier Air and land-based Air units flying patrol) remaining in the attacked sea region will immediately launch a counterstrike into the sea region containing the attacking Carrier Fleet. The first combat report will only detail the results of the initial airstrike, but once this report is closed, a second combat report will detail the results of the counterstrike.

## 8.7.4 DEFENDING BOMBERS

Non-phasing Tactical and Heavy Bomber Air units do not participate in air-to-air combat in land regions under their control. The only way to attack them in this case is to execute an Airfield attack. Non-phasing Tactical and Heavy Bomber Air units will bomb enemy ground units that are attacking their region and will suffer anti-aircraft fire from the attacking ground units.

## 8.7.5 SPECIAL RULES FOR ANTI-AIRCRAFT FIRE BY FLAK UNITS

No Fighter Air unit will be the target of a Flak unit unless all other aircraft are already targeted by a Flak unit.

During any kind of air attack, each Flak unit may fire on up to TWO separate targets, each with the full firepower of the Flak unit. However, the rule remains that each Air unit will be fired on by at most ONE ground unit (see section 8.3.1).

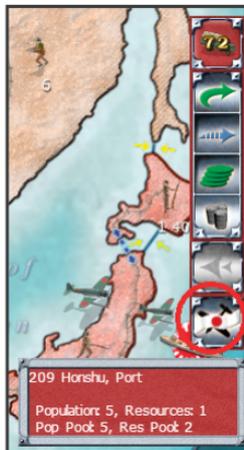
If the defender has more Flak units than the attacker has Air units, then some or all of the Flak units' fire will get an anti-aircraft support bonus. If the number of Flak units is twice or more the number of Air units, all Flak unit fire will get a +2 bonus (subject to being doubled as part of a Bombardment-type attack). Otherwise, the first  $n$  Flak unit shots will get a bonus of +2 (where  $n$  is the difference between the number of Flak units and the number of air units). Essentially, for every Flak unit, there is in excess of the number of attacking Air units, one Flak unit that fires will be given a +2 towards it's shot.

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**Example: Three planes attack a region with five Flak units. Each plane will be shot at by one Flak unit. The first two shots will have a +2 bonus to the Flak fire, while the third will not.**

## 8.7.6 JAPANESE KAMIKAZE AIR UNITS

Starting with the Spring 1944 turn, the Japanese player may convert ANY Air unit into a Kamikaze Air unit.



To do this, enter Movement mode and click on the Air unit. A button will appear in the Movement mode toolbar on the right of the screen. Left clicking this button will turn the air unit into a Kamikaze unit and the unit will have a small Japanese flag placed on it in the unit pop-ups to indicate its new status. Left-clicking on this button again will remove the Kamikaze capability from the unit. Converting to/from a Kamikaze may be done at any time during the Movement Phase.

An air unit that is a Kamikaze has special attributes in combat. First, it will NOT fire in air-to-air combat. Second, if it attacks a Fleet, it will automatically be destroyed after combat is completed. Third, it will attack Fleets with an enhanced Ship Attack attribute and NO Torpedo Attack attribute. The Ship Attack attribute used by a Kamikaze depends on the unit type, as follows:

Fighter	- 5
Tactical Bomber	- 6
Heavy Bomber	- 6
Carrier Air	- 6

## 8.8 ATOMIC BOMBS

A player is considered to have Atomic Bomb capability if they have at least one Heavy Bomber unit and the Land Attack of their Heavy Bomber is 9 or greater. Having an Atomic Bomb may allow the Allies to force Japanese surrender (see section 13.1.2). Whenever a Heavy Bomber with Atomic Bomb capability attacks an enemy Factory and scores 2 hits on the factory, one Population Center in the region and one Population Point in the population pool in the region will be destroyed.

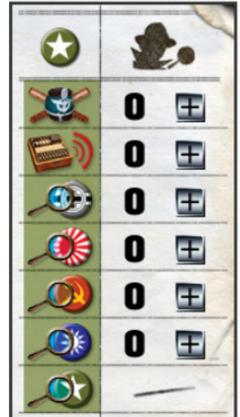
## 9.0 SIGNALS INTELLIGENCE, SPIES, AND SECURITY ASSETS



Players may invest Supplies into Signals Intelligence (SIGINT), Spies, and Security in an effort to gain information and steal research technology from other players, or to protect their own information and research. This screen is accessed through the Military Forces screen (by clicking the Sigint button at the left side of the screen).

It costs five Supply Points for each Security Asset (the topmost icon, with the police hat and crossed clubs), and costs three Supply Points for each Sigint Asset (indicated by the ULTRA machine icon) or Spy Asset (indicated by the World Power icons)..

When Spy Assets are purchased, they must be targeted against a particular player (either friendly or opposing). This is done by clicking the plus sign next to the World Power that the player wishes to target. The region where Supplies will be taken from (when using the Advanced Supply Game Option) is shown on the Spy/Sigint screen next to the remaining supplies number, and shows the number of supplies in that region in parenthesis. The player may cycle through all friendly regions and thus select where Supplies will be taken from by left-clicking on the region name.



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## 9.1 SECURITY 'COMBAT'

At the end of each player's turn, that player's Security Assets will 'attack' the Spy assets being sent against him and SIGINT assets of each opposing player only (e.g., it is not possible for Western Allied Assets to attack Chinese Assets, or for German Assets to attack Japanese Assets, etc.). A player's Security Assets may only attack Spy Assets that are targeted against him, but this includes spies sent against him by other friendly players.

A random number is generated for this combat, based upon the player's Security Assets. This number  $\text{Random}(\text{Attacking Security})$  is compared to a number equal to  $\text{Random}(50)$ ; if the player's number is greater, the opposing player will lose one Spy Asset.

Also, if  $\text{Random}(\text{Attacking Security})$  is greater than  $\text{Random}(\text{Defending SIGINT} \times 8)$ , then the opposing player will lose one SIGINT Asset.

## 9.2 REVEALING ENEMY INFO AND STEALING RESEARCH WITH SPIES

At the start of each player's turn, a spy roll is made to determine if the player can see another player's research beakers if Fog of War (FOW) is on. If  $\text{Random}(\text{Attacking Spies})$  is greater than  $\text{Random}(3 \times \text{Defending Security})$  then that player's research progress becomes visible to the current player. A separate roll is made for each of the other players. Only the spies targeted against a player will be used when making a spy roll. Also, spies have a chance to reveal another player's units in production if FOW is on. If  $\text{Random}(\text{Attacking Spies})$  is greater than  $\text{Random}(3 \times \text{Defending Security})$  then that player's units in production become visible to the current player. Spies also have a chance to reveal another player's spies/security/SIGINT assets if FOW is on. If  $\text{Random}(\text{Attacking Spies})$  is greater than  $\text{Random}(3 \times \text{Defending Security})$  then that player's spies/security/SIGINT assets become visible to the current player. At the beginning of a player's turn, if FOW is on, the player's spies attempt to gain information about enemy units on the map. A check is made for every region and if the  $\text{Random}(\text{Attacking Spies})$  is greater than  $\text{Random}(4 \times \text{Defending Security})$  than all units in that region become visible. When using FOW, spies may reveal enemy War Readiness levels. Spies targeted at the WA may reveal information about the current US War Readiness level. Spies targeted at the Soviet Union may reveal information about the current SU War Readiness level. If  $\text{Random}(\text{Attacking Spies})$  is greater than  $\text{Random}(3 \times \text{Defending Security})$ , then the current minimum War Readiness is increased by 1 (unless already equal to the actual War Readiness) and the current maximum War Readiness is decreased by 1 (unless already equal to the actual War Readiness). Future reports of the War Readiness will account for this increased knowledge.

At the end of each player's turn, a player's spies may be used to steal technology from (friendly or opposing) players the spies are targeting. Technology theft will take the form of free Research Points in fields they are trailing the target player. For each other World Power (that you have spies targeting) a  $\text{Random}(2 \times \text{Attacking Spies})$  vs.  $\text{Random}(\text{Defending Security})$  is made. If the spies win that roll each technology is examined and additional  $\text{Random}(\text{spy})$  vs.  $\text{Random}(\text{security})$  rolls are made. A spy roll will be made for each field that the player trails in technology or has the same technology but trails in research and which the stealing player has at least one point already invested in research. If  $\text{Random}(\text{Attacking Spies})$  is greater than  $\text{Random}(5 + \text{Defending Security})$  then the player gains a free Research Point in that field.

## 9.3 SIGINT COMBAT EDGE

Successful SIGINT will give a player an advantage in combat. A player makes a SIGINT roll EACH TIME one of their units fires in combat; if  $\text{Random}(\text{Attacking SIGINT})$  is greater than  $\text{Random}(\text{Defending Security})$  the firing unit will gain a +1 combat modifier to his attack roll. At the beginning of a player's turn, if Fog of War is on, the player's SIGINT attempts to gain information about enemy units on the map. A check is made for every region and if the  $\text{Random}(\text{Attacking SIGINT})$  is greater than  $\text{Random}(4 * \text{Defending Security})$  than all units in that region become visible.

## 10.0 POLITICS AS USUAL

### 10.1 THE POLITICAL STATUS SCREEN

The Political Status Screen details a wide variety of information for each Side, World Power, and Nationality during the game.



A button near the top left of this screen will display a list of Random Political Events that have occurred or have yet to occur during the game. For more detail, refer to section 10.7.

Along the top of this screen are various icons that represent the data displayed in the rows beneath.

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The world map heading, if clicked, allows you to sort the data in the table below by country. Each country listed gives information as to its Production capacity.

Each Nationality is listed with its flag, name, and volatility rating in parenthesis. Furthermore, each Nationality has a Factory icon along with a multiplier; this is the Nationality's Production Multiplier. This changes for some (but not all) Nationalities as the war progresses.



The heading with two hands indicates countries that your World Power may attempt Trade Agreements with. See 10.4.2 for more information on trading. The icons that are displayed appear as follows:



The yellow-backed symbol appears for a Nationality with which your World Power may attempt to create a Trade Agreement. You may attempt one Trade Agreement per turn.



The green-highlighted symbol appears for a Nationality that your World Power is already trading with as it is friendly to your side (see section 10.4.3). This symbolizes countries that are already part of your Side and will trade with you freely.



The red-highlighted symbol appears for a Nationality that your World Power cannot have as a trading partner. This usually symbolizes countries that are a part of or friendly to the opposing Side and are therefore not going to consider trading with you.

	Germany		x 2
	Japan		x 3
	Soviet Union		x 1
	Commonwealth		x 1
	United States		x 1

The next set of five headings indicate each of the World Powers...Germany, Japan, the Soviet Union, China, and the Western Allies. Under each World Power's heading is a symbol that indicates how that World Power relates to the Nationality listed at left, as follows:

- A red wreath with crossed rifles means that World Power is at war with the indicated Nationality.
- A gray symbol with crossed rifles means that World Power is a potential enemy of the indicated Nationality.
- A dash symbol means that World Power is not a potential enemy of the indicated Nationality.



The final heading with two fists allows you to sort the list by side (Axis or Allied) and Neutral States. Essentially, a Nationality that has the Soviet/Chinese/Western Allied symbols in this column is a member of the Allies, whereas a Nationality that has the German/Japanese symbols in this column is a member of the Axis.

Alternately, the Nationality may have a scale displayed, with five positions and an arrow indicating one of the five positions:

 Hungary (9)	 x 1									
 Romania (10)	 x 1									
 Brazil (7)	 x 1									
 Switzerland (1)	 x 1									

Each location indicates how that Nationality feels at the present time as indicated by its Diplomatic State. Refer to 10.4.1 for further details.

Finally, the leftmost column (with the American and Soviet flags) indicates the War Readiness of each of these Nationalities. War Readiness is described in depth in the following section (10.2).

## 10.2 USA AND USSR WAR READINESS LEVELS

### 10.2.1 UNITED STATES WAR READINESS LEVEL

The United States of America, a Nationality under the Western Allies World Power, can be influenced to enter the War through a variety of events. This War Readiness Level can increase or decrease, depending on the actions of the other World Powers. Once the War Readiness Level reaches a certain level (see below), the United States' ability to produce and wage war will change dramatically.

#### INCREASING THE US WAR READINESS LEVEL

The specific actions that will increase the United States' War Readiness Level are described below:

- Whenever a Transport Fleet owned by the Western Allies is damaged by a German submarine attack (during the German player's turn), there is a 25% chance of it increasing by one (1). There is a 50% chance it will increase by one (1) if the Transport Fleet is destroyed.
- Increases randomly by one or two (1 or 2) each time an Axis World Power (Germany or Japan) declares war on a neutral country.
- Increases by randomly one or two (1 or 2) each time an Axis World Power (Germany or Japan) captures a region in China.
- At the start of each Western Allied player turn, randomly one or two (1 or 2) is added automatically. Beginning with the Spring 1942 turn, randomly one, two, or three (1, 2, or 3) will be added automatically instead.
- Increases by three (3) when Vichy France is declared.

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- Increases by three (3) each time the Axis World Power (Germany or Japan) captures England.
- Increases by three (3) when the Spanish Coup Political Event is triggered (see section 10.7).
- Increases by five (5) if Japan initiates hostilities with the Soviet Union.
- Increases by ten (10) each time an Axis World Power (Germany or Japan) captures Eastern Canada.
- \*Increases by fifteen (15) if Japan initiates hostilities with the United States by attacking a region controlled by any of the Western Allies or The Low Countries or one of the Western Allied Politically Frozen regions. Any of these attacks by Japan will unfreeze all the Western Allied Politically Frozen territories. If the initiating attack is on a region owned by the US, an additional five (5) points will be added to US War Readiness.
- \*Increases by fifteen (15) if Germany initiates hostilities with the United States by attacking one of the Western Allied Politically Frozen regions or a US controlled region. This will unfreeze all of these Western Allied Politically Frozen territories. If the initiating attack is on a region owned by the US, an additional five (5) points will be added to US War Readiness.

*\* Only one of these items may occur per game. Once one Axis player initiates hostilities that brings the US into the war the other event cannot occur, as once the US is hostile to one Axis player they are hostile to both.*

**Only one of the two above events will be allowed to affect the United States' War Readiness Level. For example, if Germany initiates hostilities as described above, a Japanese initiation of hostilities will NOT cause an additional fifteen (15) points to be added.**

## DECREASING THE US WAR READINESS LEVEL

The specific actions that will decrease the United States' War Readiness Level are described below:

- Decreases by five (5) if the Western Allies attack Vichy France while the United States is not yet at war.
- Decreases by ten (10) if the Western Allies player attacks Italy while Italy is neutral.

## EFFECTS OF UNITED STATES WAR READINESS LEVELS

Production within the United States Nationality will increase to x2 when the United States War Readiness Level reaches 28. All United States Nationality regions become Unfrozen once the United States War Readiness Level reaches 37. This will also cause the United States Nationality and all other Western Allied Nationalities to declare war on the Axis World Powers (Germany and Japan).

The United States' production multiple increases to x3 when the United States' War Readiness Level reaches 52.

In the Winter 1944 turn, the Western Allied Frozen zones automatically unfreeze and the United States production multiple increases to x5. In addition, the United States Nationality and all other Western Allied Nationalities will declare war on the Axis World Powers (Germany and Japan).

## 10.2.2 SOVIET WAR READINESS LEVEL

The Soviet Union, a World Power unto itself, can be influenced to enter the War through a variety of events. This War Readiness Level can increase, depending on the actions of the other World Powers. Once the War Readiness Level reaches a certain level (see below), the Soviet Union's ability to produce and wage war will change dramatically.

### INCREASING THE SOVIET UNION'S WAR READINESS LEVEL

The specific actions that will increase the Soviet Union's War Readiness Level are described below:

- Increases by eight (8) each time an Axis World Power (Germany or Japan) declares war on a neutral country that is adjacent to a Soviet controlled region.
- Increases randomly by one or two (1 or 2) each time an Axis World Power (Germany or Japan) declares war on any other neutral country not adjacent to the Soviet Union.
- At the start of each Soviet player turn, randomly one or two (1 or 2) is added. Beginning in 1941, randomly one through four (1, 2, 3, or 4) will be added instead.
- Increases by one (1) at the end of the Russian movement phase under certain circumstances if the Soviets increase the size of their forces in Eastern Poland. If Eastern Poland is still Frozen, the Russian War Readiness increases by one (1) if the number of non-militia ground units in Eastern Poland has increased during the Soviet turn (not counting the initial move into Eastern Poland due to the partition agreement). Note that after the Partition Agreement the Soviet player needs to repair the rail in Eastern Poland to move a unit there.
- Increases by three (3) when Vichy France is declared.
- Increases by three (3) each time an Axis World Power captures England.
- Increases by five (5) if Japan initiates hostilities with the Soviet Union by invading the Soviet Union. This will also unfreeze the Eastern Soviet regions.
- Increases by twenty-five (25) if Germany initiates hostilities with the Soviet Union by invading the Soviet Union. This will also unfreeze the Western and Central Soviet regions.
- Increases by fifteen (15) if Germany violates the Soviet-German Partition Agreement by attacking Eastern Poland or the Baltic States BEFORE Western Poland is captured, or if Germany attacks EITHER of these regions before the Soviets have had a chance to occupy them.

### **The Germans will also lose their resource gift from the Soviets if this event occurs.**

- Before Germany and the Soviet Union are at war, Germany must maintain a garrison in Western Poland. Only Infantry, Armor, Militia, and Airborne units count toward the garrison requirement. At the beginning of the Soviet Summer 1939 turn, Germany must have one garrison unit in Western Poland. This requirement increases by one unit each turn thereafter (e.g. in the Winter 1940 turn, the Germans must have three garrison units

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in Western Poland). For each unit that is missing from the garrison each turn, the Soviet War Readiness Level is increased by two (2).

## EFFECTS OF SOVIET WAR READINESS LEVELS

The Soviet production multiple will increase to x2 when the Soviet war readiness level reaches ten (10). The Western Soviet regions become unfrozen and the Soviets will declare war on Germany when Soviet War Readiness Level reaches 34. The Soviet production multiple will increase to x3 when the Soviet war readiness level reaches 43.

In the Winter 1944 turn, the Soviets automatically unfreeze the Western and Central regions, declare war on Germany and have their production multiple increase to x4.

### 10.2.3 WAR READINESS AND FOG OF WAR

Soviet and Western Allied War Readiness Levels will be listed on the right side of the Political Status screen. All players will know the current levels.

However, with Fog of War on, Axis World Powers will only be shown the MINIMUM and MAXIMUM current values for each War Readiness Level.

For example, for the Western Allies, if it is the beginning of the German's third turn, and the only things that have happened are that The Low Countries was attacked (neutral) and Vichy France declared, the minimum value would be six (Vichy = 3 + 1 for a Neutral Attack + 2 for two turns); the Maximum Value would be nine (Vichy = 3 + 2 for a Neutral Attack + 4 for two turns).

The exception to this rule is that any increase in the United States' War Readiness Level due to damaged or destroyed Western Allied Transport Fleets will impact the minimum and maximum values ONLY if an increase in the War Readiness Level actually occurs.

Axis spies may reduce the minimum/maximum spread shown to the Axis players (see section 9.2).



## 10.3 DECLARING WAR

Whenever a player attempts to attack a neutral Nationality, the player will be asked if they wish to declare war on that neutral. If the player selects 'Yes,' the attack will proceed. A similar question is asked whenever an attack on a Politically Frozen region is attempted as this also involves declaring war (see sections 3.2.6). The Soviet Union and the Western Allies must expend Supplies to attack a neutral Nationality. It costs the Soviet Union 5 supplies to declare war on a neutral Nationality, while it costs the Western Allies 10 supplies to declare war on a neutral Nationality (this accounts for the added political costs to these World Powers for attacking a neutral). The Political Status screen details which Nationalities each World Power is currently at war with.

When using Advanced Supply rules, supplies expended when a World Power attacks a neutral country are taken first from the regions nearest to the attack. Also, if the attack on the neutral is not allowed due to lack of supplies, and the move into the region cannot be undone due to Fog of War and the spotting of an enemy unit, then the attacking units will be retreated as if they had attacked and did not conquer the region.

## 10.3.1 DECLARING WAR ON NEUTRALS (AND POLITICALLY FROZEN NATIONALITIES)

The result of a Declaration of War is that any attacked Neutral will offer to join the opposing Side.

Attacking a Neutral (an off-white colored Nationality) region or a Politically Frozen region will cause a declaration of war on the Nationality owning that region. In the case of some Politically Frozen regions, an attack may cause several Nationalities to go to war with the attacking World power. For example, if Japan attacks Java, then the United States, the Low Countries, and all other Western Allied countries will be at war with all Nationalities that are part of the Japanese and German World Powers, and Japan and Germany will be at war with all Western Allied Nationalities.

When war is declared on a Neutral region, it is considered at war and hostile to the attacking player and the Side that attacking player belongs to. If after being allowed to join a World Power, there are any units remaining of the attacked formerly Neutral country, the units will become units of their new allied player (i.e. if Germany attacks Spain, if the Western Allied player allows Spain to join the Western Allies, any surviving Spanish units become Western Allies units, with the same attributes of Western Allies units).

Neutrals attacked by an Axis World Power will offer to join the Western Allies at the start of the next Western Allied player turn (except for Bulgaria, Finland, Hungary, and Rumania, who will offer to join the Soviet Union at the start of the next Soviet player turn). Neutrals attacked by an Allied World Power will offer to join Germany at the start of the next German player turn (except for Siam, which will offer to join Japan at the start of the next Japanese player turn).

A unit is not allowed to move through or fly over a neutral region or a Politically Frozen region owned by an unfriendly World Power (the exception to this is an air unit may fly over a Politically Frozen sea region to attack an island in that region, but the attack will unfreeze the sea region).



**Innocent peoples are being cruelly sacrificed to a greed for power and supremacy...Let no one imagine that America will escape...There is no escape through mere isolation or neutrality...War is a contagion, whether it be declared or not. It seems unfortunately true that the epidemic of lawlessness is spreading. When an epidemic of physical disease starts to spread, the community joins in a quarantine of the patients in order to protect the health of the community against the spread of the disease. I call today for a similar quarantine. A quarantine of the lawless, a quarantine of those that threaten world peace.**

**Franklin Delano Roosevelt, 1936**

## 10.3.2 DECLARING WAR ON WORLD POWERS

If Germany or Japan declares a combat against a Western Allies Politically Frozen region (see section 3.2.6 for a list), all Western Allies Nationalities and regions are considered to be at war with both Germany and Japan, and these regions are no longer Frozen. If these Western Allies regions are not attacked or moved into, they automatically become Unfrozen at the beginning of the Western Allies turn in the Winter of 1944, when war is automatically declared between all Western Allies Nationalities and both Germany and Japan.

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The Soviet Union may be at war with Japan or Germany, or both; being at war with one is not an automatic declaration of war against the other for the Soviets. The Soviet Union is automatically at war with Germany (and vice versa) at the beginning of the Soviet turn in the Winter of 1944 if this has not yet occurred. The Soviet Union is automatically at war with Japan starting the turn after Germany surrenders.

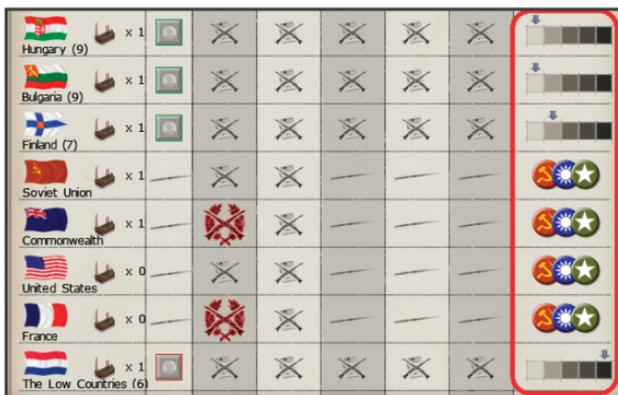
The Soviet Union and the United States may also declare war due to their War Readiness levels (see section 10.2).

## 10.4 NEUTRALS

### 10.4.1 NEUTRAL DIPLOMACY STATES

Neutral countries may possess any of five Diplomatic States and a Volatility Rating from 0 to 10, displayed next to the country name on the region pop-up and in the political screen.

1. Pro-Axis
2. Leaning Axis
3. Balanced
4. Leaning Allied
5. Pro-Allied



The indicator with an arrow pointing at one of five squares shows what Diplomacy State the indicated Neutral is currently at. For example, in the above screenshot, Bulgaria is Pro-Axis (the leftmost box), whereas The Low Countries are Pro-Allied (the rightmost box).

- Nationalities that are Pro- a player will give all of their resources and supplies equal to five times their Factory Points (this will not use any Resources) each turn to that player. In order for the resources and supplies to move, they must be adjacent to a friendly or neutral land region that contains rail or a sea region that contains a friendly Transport Fleet, and from that region must be able to trace a contiguous chain of friendly or neutral areas with rail and or transports to a friendly factory.

- Nationalities that are Leaning toward a player will give all of their Resource Points to that player. Again, a contiguous transport link via either railroads on land and/or Transport Fleets at sea in order to gain these points.
- Nationalities in a Balanced state will conduct normal Free Trade with both players (see section 11.7).

**Information about neutral countries is shown on the Political Status screen.**

## 10.4.2 CHANGING NEUTRAL DIPLOMACY STATES

Several player actions listed in this section can improve or worsen their diplomatic relations with neutral countries. When these actions are taken (such as attacking a rival neighbor as described below) and a random number from 0 to 99 is less than the Nationality's Diplomatic Volatility Rating squared, then the Nationality's Diplomacy State will change.

**For example, a Balanced neutral Nationality's Diplomatic Volatility Rating is 5 and Germany attacks another Balanced neutral country. The chance that the former Nationality's Diplomacy State will change to Leaning Allied is 25%. This number 5 is squared – multiplied by itself – to result in 25 (five times five). If the random number is between zero and 24, the Diplomacy State will change (so a neutral with a volatility of 5 has a 25% chance to change its State whenever it has reason to check for a State change).**

The only exception to this is Trade Agreements, where success occurs if a random number from 0 to 9 is less than the Nationality's Volatility Rating.

## TRADE AGREEMENTS

Trade Agreements are only made with countries in a Balanced Diplomatic State. A player may spend five (5) supplies to attempt to change a Balanced neutral country's State to Leaning towards that player. Each World Power is limited to making ONE trade agreement per turn. A strategic transport link (via Rail and/or Transport Fleets) must connect a Factory belonging to the World Power to the neutral country in order to initiate a Trade Agreement. The supplies expended will be subtracted from the World Power's stock in the same way as supplies are used when attacking neutral countries. To attempt a trade agreement, click on the appropriate button for the desired neutral country in the Political screen. The player will be immediately informed as to whether the attempt was successful.

## ATTACKING A RIVAL NEIGHBOR

When a player attacks a neutral that is Pro- or Leaning to their opponent, then any adjacent neutral that is Pro- or Leaning to the attacker may change its Diplomatic State. Also, when a player attacks and captures a land region (not a sea region) that was controlled by his opponent, there is a chance that any adjacent neutral that is Pro- or Leaning to the attacker will change its Diplomatic State.

Nationalities with a Leaning state may change to a Pro- state. Nationalities with a Pro- state may offer to join the attacking player's side. For the effect this has on other neutrals, refer to Attacking Other Neutrals, below. Neutral countries that are attacked will not offer to become part of another World Power's side until the start of that World Power's turn.

After a neutral is attacked, but BEFORE it is given the chance to join a World Power (at the start of the player's turn that the neutral is going to join), the region info text will display a Neutral State of either Axis or Allied depending on which side the neutral is going to attempt to join.

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## ATTACKING A FRIENDLY NEUTRAL

Attacking a neutral country that is friendly to the player is not a wise option, as it will have far-reaching repercussions. Sometimes, however, the player may have little choice but to do so in order to exploit a favorable situation (e.g. give them a chance to attack another country, such as Germany attacking Turkey to gain an additional route into the Soviet Union).

When a player attacks a neutral that is Pro- or Leaning to his side, this will affect other neutrals that are Pro- or Leaning to his side AND those with a Balanced state. All neutrals that are Leaning to that player have a chance to shift to Balanced. All neutrals that are Pro- towards that player have a chance to shift to a Leaning state. All neutrals with a Balanced state have a chance to shift to a status that is Leaning to the attacking player's opponent.

## ATTACKING OTHER NEUTRALS

When a player attacks a neutral that is Leaning or Pro- his opponent or has a Balanced state, it has a chance to cause:

- Neutrals with a Balanced state to become Leaning to the attacker's opponent.
- Neutrals with a state that is Leaning to the attacker's opponent to become Pro- to the attacker's opponent.

## PRO-ALLIED COUNTRIES JOINING THE UNITED STATES AT WAR

On any turn when the United States Nationality is at war with Germany or Japan, each Pro-Allied neutral country (starting with those with the highest Volatility Rating) will have a chance (as described at the start of this section) to join the Allies. A maximum of ONE country per turn will join the Allies due to this rule.

## NEUTRAL COUNTRIES JOINING A WORLD POWER

All countries except Siam will join Germany if attacked by the Allies (Siam will join Japan). All countries except Hungary, Rumania, Bulgaria, and Finland join the Western Allies if attacked by the Axis (these four will join the Soviet Union).

## SIAM

When Vichy France is declared, Siam shifts to Leaning Axis. When Japan first attacks any Western Allied country (but only if the Western Allied regions are still Frozen), after any battle is resolved, if Siam is still neutral and not Pro-Allied or Leaning Allied, it immediately offers to join the Japanese World Power.

## ITALY

When Vichy France is declared, there is a 33% chance that Italy will immediately offer to join the German World Power if it is Pro-Axis.

### 10.4.3 NEUTRAL COUNTRY TRADE

Neutral countries that are Leaning or Pro- towards a player may send that player Resources and Supplies during the Free Trade phase. Countries that are Leaning toward a player will send ALL of their available Resources to that player if connected as follows: In order for the resources and supplies to move, they must be adjacent to a friendly or neutral land region that contains rail or a sea region that contains a friendly Transport Fleet, and from that region must be able to trace a contiguous chain of friendly or neutral regions with rail and or transports to a friendly factory.

Countries that are Pro- to a player will send ALL of their available Resources to that player and Supplies equal to their number of Factory Points if there is a transport link (via Rail and/or Transport Fleets) between them similar to that needed for Leaning countries.

**Neutral countries do not require Resources (and do not use any) to generate the Supplies they send to a player.**

Nationalities in a Balanced state will conduct normal Free Trade with both players (see section 11.7).

## 10.5 PARTITION AGREEMENT



The Molotov-Ribbentrop Pact, otherwise known as the Nazi-Soviet or Hitler-Stalin pact, depending on the source, was officially a non-aggression pact between Germany and the Soviet Union. It was inked not barely a little more than a week before Germany invaded Poland. This agreement harbored a secret agreement that essentially carved spheres of influence throughout Eastern Europe.

The Soviet-German Partition Agreement will go into effect if Eastern Poland and the Baltic States have NOT been attacked by the German player, and the Germans capture Western Poland.

When the German player captures Western Poland the following events will occur automatically at the start of the Soviet player turn:

- The Soviet player takes control of Western Poland and the Baltic States.
- Three Infantry, one Armor, one Fighter, and one Tactical Air unit move from Belorussia to East Poland.
- Three Infantry units move from Belorussia to the Baltic States.

## 10.6 ITALIAN NEUTRALITY VIOLATION

The following events occur if the Allied player attacks Italy while Italy is still neutral:

- Italy and her possessions become part of the German player's territory.
- Five infantry units are mobilized in Northern Italy.
- Two infantry units are mobilized in Southern Italy.
- United States War Readiness Level is reduced by 10.

## 10.7 RANDOM POLITICAL EVENTS

One Random Political Event may occur at the beginning of each turn (except for the first turn of any scenario). A screen listing all possible Random Political Events may be accessed from the Political Status screen. Items that have not yet occurred are grayed out. An event may only occur once during a game. In scenarios starting after 1939, some of these events are considered to have already happened and are listed as such on the screen.

Each of the following Events are checked for IN ORDER each turn. This means that the "Italy Joins German Alliance" Event is checked for first, then the "Finland Border War" Event, and so on. The percent listed with the Event is the percent chance it will occur.

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- If the check succeeds, the Event occurs and no other Event will occur for that turn.
- If the check fails, the next Event is checked.
- If the last Event is checked, and fails, no Event will occur for that turn

## ITALY JOINS THE GERMAN ALLIANCE (75%)

The term 'Axis' was first adopted by Benito Mussolini, the Fascist leader of Italy, in November 1936; he spoke of it running through Rome and Berlin as a result of the treaty signed between Italy and Germany on October 25, 1936. It was around this axis, Mussolini announced, that the other countries of Europe would revolve around. Italy originally was opposed to Germany's aggressiveness, but the Italian's own war in Abyssinia (present-day Ethiopia, in Eastern Africa) drew the ire of the League of Nations. Germany, on the other hand, supported Italy's bid for empire. In May of 1939 the German-Italian relationship officially became an alliance; Mussolini once again gave it a label, this time, the "Pact of Steel."

Italy will offer to join the German player at the start of the next German turn if ALL of the following conditions are met:

- The Western France region is occupied and controlled by Germany;
- Italy is currently neutral;
- Italy is in a Pro-Axis state; and
- The Event check must be successful

## FINLAND BORDER WAR (75%)

The Soviet Union invaded Finland on November 30, 1939, a mere three months after the start of World War II. This move earned the ire of the League of Nations and the expulsion of the Soviets from this ineffective body. The Soviets expected to overrun the entire country in a matter of weeks, but things didn't end up working quite that way. Instead, the Finnish fought with a tenacity and skill that sent the Soviets reeling, but eventually the weight of the larger country was felt. The total conquest, however, that was expected never came to light; the Soviets won ten percent of Finnish territory as a result of the so-called 'Peace of Moscow' settlement. They paid a high price, though: Soviet losses have been estimated at upwards of 400,000, depending on the source, while the Finns lost about 22,000.

With this Event, Finland will become Pro-Axis and will gain four Militia units. For this to occur, the following conditions must be met:

- Finland is neutral;
- Finland is a Leaning Axis or Balanced state (i.e., it cannot be friendly, either Leaning or Pro-, towards the Allies);
- The Soviet Union controls Leningrad; and
- The Event check must be successful

## RUMANIA BORDER WAR (75%)

In 1940, Northern Bukovina and Bessarabia, Northern Transylvania, and southern Dobrudja were occupied by the Soviet Union, Hungary, and Bulgaria respectively. King Carol II of Rumania abdicated later that year, paving the way for a pro-Nazi government that allied itself to Germany and Italy, as well as two of the countries that stripped part of her territory, Hungary and Bulgaria. When Germany and her allies invaded the Soviet Union in June 1941, Rumania recovered Bessarabia and northern Bukovina, as well as gained Transnistria, from the Soviets. In August 1944 the Rumanian pro-Nazi regime was toppled, replaced by a pro-Soviet government that backed the Red Army against Germany.

With this Event, Rumania will become Pro-Axis and will gain four Militia units. Additionally, Bulgaria and Hungary will each shift one state towards the Axis (if already Balanced or Leaning Axis). For this to occur, the following conditions must be met:

- Rumania is neutral;
- Rumania is a Leaning Axis or Pro-Axis state (i.e., it cannot be friendly, either Leaning or Pro-, towards the Allies, or Balanced);
- The Soviets must control the Kiev region; and
- The Event check must be successful

## GREECE BORDER WAR (25%)

**On October 28, 1940, the Italian dictator Mussolini brazenly demanded that Greece allow Italian troops to enter and essentially become its vassal state. He demanded that Greece allows Italian troops to enter the country and to surrender its arms. Though Greece was alone and most of Europe occupied by the Axis, the Greek government gave a simple negative response – “no” – thereby becoming the enemy of Italy and the other Axis powers, siding with the Allies. Italian troops poured over the border from Albania, but a Greek counter-attack along the Albanian front gave the Allies their first victory against fascism. In fact, Greece might have pushed the inept Italians back into the Adriatic Sea were it not for the intervention of Hitler and his seasoned soldiers. Thanks to the Germans’ invasion of the country, Greece was occupied starting in April 1941 and remained that way for three years, when German troops withdrew to face the growing Soviet onslaught.**

With this Event, Greece will become Pro-Allied and will gain three Militia units. For this to occur, the following conditions must be met:

- Greece must be neutral;
- Greece is a Leaning Allied, Pro-Allied, or Balanced state (i.e., it cannot be friendly, either Leaning or Pro-, towards the Axis);
- Germany must control Albania;
- Italy must have joined the Axis; and
- The Event check must be successful

## YUGOSLAVIA COUP (50%)

**The late 1930s in Europe was marked by growing intolerance between principal leaders, by the aggressive attitude of the totalitarian regimes, and by the certainty that the scheme of unification set up in the aftermath of World War I was losing its support; Yugoslavia, an idea that didn’t merit a lot of backers to begin with, formed from the crumbs of the Austria-Hungary and Ottoman Empires, was no exception. Pressured by Fascist Italy and Nazi Germany, the leader of Yugoslavia, Prince Paul, submitted to Axis pressure and signed the Tripartite Treaty in Vienna on March 25th, 1941, hoping to keep Yugoslavia out of the war. An overwhelming number of his subjects, however, preferred to not be allied with the Axis, and senior military officers opposed to the treaty launched a coup d’état when the king returned on March 27th. Army General Dušan Simovic seized power, arrested the Vienna delegation, exiled Paul, and ended the regency, giving 17 year old King Peter full powers.**

**Enraged, Hitler ordered the dismemberment of Yugoslavia, which stood no chance against the German war machine. However, the Yugoslavian coup would have a profound effect on the War, as it forced Hitler to postpone Operation Barbarossa by two precious months – months that might have made the difference in whether or not their panzers reached the Kremlin.**

With this Event, Yugoslavia will become Pro-Allied. For this to occur, the following conditions must be met:

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- Yugoslavia must be neutral;
- Yugoslavia must be a Leaning Axis, Pro-Axis or Balanced state; and
- The Event check must be successful

## NETHERLANDS AND BELGIUM JOIN WESTERN ALLIANCE (10%)

The Netherlands were neutral during the Great War, avoiding German occupation (unlike their Belgian neighbors to the south). As war clouds gathered over Europe in the late 1930's, they intended to remain neutral once again. Despite the threat from Germany, The Low Countries refused any Allied assistance, not wishing to provoke a war. On May 10, 1940, Germany changed that attitude when their tanks and airborne troops flooded over the previously neutral border. The Low Countries asked the British and French for help, which was received in the form of a hasty alliance, but not before most of the area was overrun and occupied. British, Canadian, Polish, and American soldiers fought on Dutch and Belgian soil again beginning in September 1944 with Operation Market-Garden, but struggled throughout the rest of the war. The Netherlands were liberated only on May 5, 1945 – three days before all German troops unconditionally surrendered on May 8.

With this Event, The Low Countries will immediately join the Western Allies. For this to occur, the following conditions must be met:

- The Low Countries must be Leaning Allied or Pro-Allied; and
- The Event check must be successful.

## IRAQ AXIS COUP (5%)

At the end of the Great War, the League of Nations granted the area of present-day Iraq to England as a mandate. The country itself was formed out of three former Ottoman Empire regions. In 1932, Iraq was granted independence, although the British remained in the country through military bases and transit rights. In 1941, England re-affirmed its control of the region through invasion, as Iraq's government, led by the very pro-Axis Rashid Ali, might have cut oil supplies to the Western Allies. This military occupation prevented any such event from occurring, and was lifted in 1947.

With this Event, Iraq will become German-controlled. Additionally, Germany will receive one Militia unit and five Supplies in Iraq. For this to occur, the following conditions must be met:

- Iraq must not be occupied already by Axis or Allied units;
- Iraq must not already be Axis-controlled; and
- The Event check must be successful.

## PORTUGAL JOINS WESTERN ALLIANCE (5%)

Portugal, led by dictator António de Oliveira Salazar, had many similarities to neighboring Spain insofar as how its government ruled. When the War broke out in September 1939, Portugal was quick to affirm its neutrality and had obvious leanings towards the Allies. The German invasion of France and subsequent conquest, however, brought pressures on Portugal to comply with German trade demands. The pressure Portugal was put under was severe, with some concessions made, but every attempt was made to thwart the Germans wherever possible. In June 1943, England invoked the centuries-old Anglo-Portuguese Alliance and requested the use of the Azores to establish a naval base. Salazar quickly agreed, and Britain and the United States both guaranteed Portugal's borders against German aggression...which never came. In 1944 Portugal went back on all trade deals with Germany, robbing Hitler's war machine of valuable tungsten ore.

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With this Event, Portugal will offer to join the Western Allies at the start of the next Western Allied turn. For this to occur, the following conditions must be met:

- Portugal must be Leaning Allied or Pro-Allied;
- Spain must be neutral; and
- The Event check must be successful.

## COUP IN SPAIN (3%)

**The pro-Axis Franco government in Spain survived the Spanish Civil War in no small part due to German and Italian intervention. While thankful to the Axis, Franco was leery of getting involved in a war with England and claimed that Spanish resources and infrastructure had been damaged severely during the conflict, begging off the Axis in bids for joining the alliance. Franco and Hitler never did achieve an agreement on how the Spanish would participate in the War officially; however, Spain did send volunteers to fight against the Soviet Union in the form of the Blue Division. Even so, Spain was not considered to be involved in the war; when the Allies began to emerge as the possible victors in the conflict, Franco saw the writing on the wall and slowly slid Spain back to safer middle ground. Germany's hands were far too full to threaten Spain any longer, and in July of 1943, Franco declared Spain to be neutral – a relief to the Western Allies.**

With this Event, Spain will offer to join the German player at the start of the next German turn. This will increase the United States War Readiness by three (see Section 10.2.1). For Spain to turn Axis, the following conditions must be met:

- Spain must be neutral;
- Western France must be German-controlled;
- The United States must be Frozen; and
- The Event check must be successful.

## SWEDEN AXIS COUP (2%)

**Sweden managed to remain neutral throughout the War, despite selling valuable ore to Germany as well as providing a trickle of volunteers to the Wehrmacht and SS. Swedish volunteers also helped support Finland during the Soviet invasion of that country. Sweden did its best to remain as neutral as possible, and was lucky to not draw the ire of either side in the conflict.**

With this Event, Sweden will offer to join the German player at the start of the next German turn. For this to occur, the following conditions must be met:

- Sweden must be neutral;
- Norway must be German-controlled;
- Finland must be either neutral or German-controlled;
- Western Soviet regions must be unfrozen;
- The United States must be Frozen; and
- The Event check must be successful.

## FINLAND COUP (2%)

**Continued Soviet pressure on Finland, culminating with the 1940 Winter War, caused the Finns to seek to establish solid relations with Germany in order to counter the Red threat to the east. While successful, the Finns contributed little to the Axis war effort beyond tying down Soviet troops in the far north; overall they didn't pose much of a threat to either Murmansk or Leningrad, two key Soviet locations vital to the Red war efforts.**

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With this Event, Finland will offer to join the German player at the start of the next German turn. For this to occur, the following conditions must be met:

- Finland must be neutral;
- Norway must be German-controlled;
- Western Soviet regions must be unfrozen;
- The United States must be Frozen; and
- The Event check must be successful.

## GREECE JOINS THE ALLIES (10%)

With this Event, Greece will offer to join the Western Allies at the start of the next Western Allied turn. For this to occur, the following conditions must be met:

- Greece must be Pro-Allied;
- The Greece Border War Event must have occurred; and
- The Event Check must be successful.

## 10.8 VICHY FRANCE

When Western France is conquered by Germany for the first time (and first time ONLY), Vichy France is immediately created. Vichy goes into effect whenever Western *or* Eastern France are captured by the German player and Southern France is controlled by the Western Allied player, but only if this happens prior to the Spring 1942 turn.

When Vichy is declared, the following events occur:

- There is a 50% chance that each non-French Western Allied unit in a French land region will escape to England if it can trace a path of friendly land regions and/or Transport Fleets to England. Otherwise, non-French Western Allied units are damaged. These damaged units must trace a path to a friendly Factory (like all damaged units must) or they are destroyed. This damage happens after French regions shift to Vichy/German control.
- All French naval units are checked to see if they are scuttled (automatically destroyed) or if they fight on as Free French for the Western Allies. For each French naval unit, there is a 20% chance it will be placed in England and a 80% chance it will be scuttled.
- All French Air, Ground, and Supply units are destroyed wherever they are. French units (including naval units) are designated with a French flag in the Unit Display.
- Vichy France Nationality units are placed on the map. Two infantry, one flak, and one artillery appear in Southern France, and one infantry appears in each of Morocco, Algeria, and Tunisia.
- Southern France and French North Africa become part of Vichy France and Vichy is set to be a Pro-Axis Neutral country. Eastern and Western France become German-controlled. The regions that turn Vichy are Southern France, Corsica, Tunisia, Algeria, Morocco, and French West Africa.
- French Indochina becomes Japanese-controlled and set to Japanese Nationality. Siam shifts to Leaning Axis.
- The fort in Eastern France is removed.

**If Vichy France is attacked by the Axis, at the beginning of the next Western Allied turn, all Vichy Nationality regions will revert to French Nationality, all remaining Vichy controlled regions will become Western Allied controlled regions, and all remaining Vichy units will become Western Allied units. If Vichy France is attacked by the Allies, at the beginning of the next German turn, all Vichy Nationality**

**regions will revert to French Nationality, all remaining Vichy controlled regions will become German controlled regions, and all remaining Vichy units will become German units.**

## 10.9 POLITICALLY FROZEN REGIONS AND POLITICAL GARRISONS

See section 3.2.6 for detailed rules regarding Politically Frozen regions and political garrisons.

## 10.10 LEND LEASE RESTRICTION

No lend lease to Russia is allowed prior to Russia being at war with either Germany or Japan.

## 10.11 THE LOW COUNTRIES EXCEPTIONS

The Low Countries, which represents the Netherlands, Belgium and Luxembourg, is treated somewhat differently when it's neutrality is violated.

At the moment an Axis player declares war on The Low Countries, The Low Countries will immediately join the Western Allies and their units will all become Western Allied units. This will happen before the combat is resolved and the Western Allied player may not refuse entry of The Low Countries into their alliance.

If the Low Countries are attacked by an Allied player and are allowed to join the German alliance, at the moment they join Germany the following areas will become Japanese controlled areas and all units in these areas will be destroyed: Borneo, Celebes, Dutch New Guinea, Java, Sumatra, Timor.

# 11.0 PRODUCTION PHASE

When the **End Current Phase** button in the Tool Bar is clicked, the Movement Phase will end and the Production Phase will begin. From here, the player may choose to set Production and Research.

**Players may not build additional Rail capacity or Resource Centers.**

## 11.1 FACTORIES, RESOURCES AND PRODUCTION POINTS

The heart of each player's production lay in their Factories. New Factories may be constructed by a World Power, if desired. Resource Centers create Resources each turn. New Resource Centers may not be constructed during the game. Factories and Resources together provide the Production Points the World Powers use to produce new units, Supplies, and research.

### 11.1.1 FACTORY POINTS MULTIPLIER

Each Nationality has a multiplier that determines how many Factory Points are created by each Factory each turn prior to the German player's turn. These multiples are determine as follows:

Any Factory captured by a World Power that originally belongs to another Nationality or World Power reverts to a x1 multiplier. The following multipliers are only good for the owning Nationality and/or World Power; if liberated, a Factory will revert to its original multiplier.

**Multipliers are not cumulative; only the highest one applies.**

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For example, in the Spring 1944 turn Germany captures the Northeast USA region. The Factories in this Region gave the Western Allies player a x5 multiplier, but since Germany captured the region, the Factory multiplier changes to x1 for the German player's production. If the Western Allies recapture the region, the Factories there will revert to the x5 multiplier.

## Germany

- x4 1944 and after
- x3 Germany at war with the Soviet Union anytime prior to 1944
- x2 1939

## Japan

- x3 1940 and after
- x2 1939

## Soviet Union

- x4 1944 and after
- x3 Soviet War Readiness Third Threshold
- x2 Soviet War Readiness First Threshold
- x1 1939-1943 (before Thresholds)

## China

- x1 China
- Chinese factories only produce Factory Points every **third** turn (turns 1, 4, 7, etc.) until one of the non-coastal Chinese Nationality regions is controlled by Japan or Germany. Once a non-coastal region is controlled by Japan or Germany, Chinese Factories operate **every** turn.

## Western Allies

### United States

- x5 1944 and after
- x3 US War Readiness Third Threshold
- x2 US War Readiness First Threshold
- x1 US 1940-1943 (before Thresholds)
- x0 US 1939

### United Kingdom and Canada

- x3 1940 and later
- x2 1939

### France

- x3 1943 and later
- x2 1941-1942
- x1 1940
- x0 1939

## OTHERS

- x1 Commonwealth, Poland

## Neutral Countries

- x2 Italy
- x1 Hungary, Rumania, Spain, Turkey, and Vichy

## FACTORY DAMAGE AND PRODUCTION CAPACITY

Factories at Damage Level 1 produce  $\frac{1}{2}$  their normal Factory Points (rounded down). Factories at Damage Level 2 produce **no** Factory Points.

The current Factory multiplier is shown in the Political Status screen next to each Nationality:



### 11.1.2 NON-MILITARY RESOURCE CONSUMPTION

The Western Allies consume a number of Resources each turn for non-military purposes (i.e., consumer goods). These will be consumed just after Free Trade to the Western Allies is resolved at the beginning of the Western Allies Production Phase. The number of Resources consumed depends on the United States production multiplier, which represents the transition of the United States to a war economy and the need for the Allies to keep the sea lanes open to allow for the free flow of trade. Resources consumed per turn are as follows:

US Production Multiplier	Resources Consumed
x0	75 per turn
x1	50 per turn
x2	25 per turn
x3+	0 per turn

### 11.1.3 PRODUCTION POINTS

Each turn before the German player turn, every undamaged Resource Center on the map will create one Resource Point (Resource Centers with any damage will not create a Resource Point). Every turn, each Population Center will create one Population Point for each friendly World Power, before the German player's turn, if friendly controlled. Most units require two Population Points to be built.

Factories 'call for' raw materials when they are needed. Whenever a Production Point is called for in a region (e.g., the player has set something to be built there), the computer will attempt to move a Resource Point to that region and match it with a Factory Point to create a Production Point. Resource Points move automatically over friendly or neutral land regions and via valid



## 11.2 THE PRODUCTION SCREEN

The Production Screen is made up of three main areas. At upper left is the Production Location area, where a player can select a specific Nationality and region to produce from. In this example, Germany, Italy, Rumania, and Vichy France can all produce units. The white flag represents Captured Factories (if any).

If a player selects a specific Nationality from the list of flags displayed here, they may display multiple regions of this Nationality (if they exist). For example, Germany is comprised of several regions: Western Germany, Eastern Germany, Czechoslovakia, and Austria. These regions all have Factories in them, indicating regions where units can be produced (e.g., once built, these units are produced in the same region that built them). To access a specific region, click the up and down arrows to the left of the red window to scroll through regions that have Factories.

Not all World Powers can build units in each and every region they own; for example, Russia cannot build units in all of their regions, but only in regions that they have Factories in. Therefore, for Russia, only those regions that have Factories will display.

To build a unit, the player must select a specific region from their Nationality in order to start the process. Once a region is selected, players can determine which units (if any) can be built in that region. Units that can be built will have a red background, while those that cannot will have a gray background. Some units cannot be built in some regions; for example, Naval Fleets cannot be built by Germany in Austria or Czechoslovakia.

The third area is the bottom 2/3 of the screen where the Production Spiral is displayed. This is a track of 11 boxes where units are placed to indicate how long it will take for them to be completed. Not all units can be built immediately; some take several turns to complete and require an ongoing investment to keep it moving along the track.



In the Production Spiral, the largest of the 11 boxes is at upper left. This one displays all units that are due to be created in the current turn. At the top of each of the boxes is a Turn date, indicating a unit's expected production date.

Above is the Fall 1941 box for the German player. This indicates units that are due to be completed in the Fall of 1941 Turn; in this case, a Submarine Fleet. This box also displays units that would be completed in the Fall of 1941 turn if their production is begun during the current turn.

Units that are already being produced are displayed near the top of the box, surrounded by a border and a colored background, with a number indicating the number of these units that are due to be produced on the above date. In the example at left, Germany has one Submarine Fleet that is due to be completed in the Fall 1941 turn.

At the bottom of most (but not all) boxes is a display of units that will indicate to the player that, if one of these units is built, it will be ready by this date. For example, in the screenshot here we can see that if Germany decided to build (in the current game turn) a Flak, Transport Fleet, Fighter, Infantry, or Artillery unit, it will be completed in the Fall 1941 turn. This helps the player visualize when a unit, if built, will be ready for deployment.

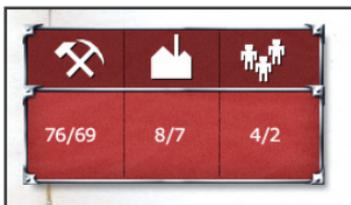
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When produced, units are deployed to the region they are being produced in when the player ends the Production Phase. At that moment, all units move up one box in the Production Spiral if there are sufficient Production Points available to be expended. Those units in the last (largest) box are placed on the map as long as there are two Population Points to be expended (if needed).

Sometimes the player may not have enough Production Points to move up all units on the Production Track. When the Production Phase is completed, units are built or moved with the units due to arrive in the shortest time period processed first. A report will display listing all units placed on the map.

At the end of any player's Movement/Combat Phase, any region without at least one Factory will have any units in production immediately scrapped. This can happen if Factories are moved by Rail transport out of a region while units were still in production in the region.

In the middle of the Production Spiral is a small three-box section that displays Resource Points, Factory Points, and Population Points.



Each of the three values is displayed with two numbers divided by a slash. The number to the left of the slash indicates the amount of Points that are available at the start of the Phase, while the number to the right of the slash indicates the number of Points available after accounting for all items on the Production Spiral.

These numbers may be viewed during the player's Movement and Production phases. Since Population is tracked by Nationality, no population values are shown when the production screen is set to the All Production.



This is a very useful tool to determine at a glance how much production capacity you have available. If the number to the right of the slash is negative, this is an indication that some items need to be disbanded or halted since there are not enough Points in that category to fulfill all of your requirements.

The left-most Supply button at the top of the Production screen when clicked will use all remaining Production Points to build supply. This button is just to the left of the normal build buttons.

## 11.2.1 HOLDING PRODUCTION / CANCELLING PRODUCTION

You can easily hold or cancel the production of any unit on the Production Spiral: To hold production of a unit, right click on its box. The number displayed at the bottom of the box will turn red and the unit will no longer advance along the Production Spiral. No Production

# Production & Research

Points will be expended while a unit is on hold. The unit's production may be resumed by right clicking over the unit on hold.

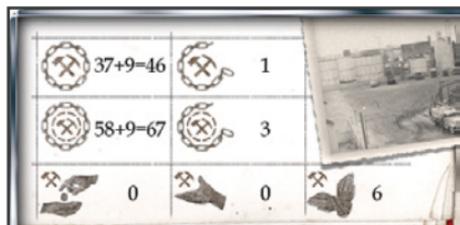
To cancel production of a unit, left click on the unit in the box and select **Yes** to delete it from the Production Spiral. You will regain half the resources spent thus far on the unit (rounding fractions down).

## 11.3 THE PRODUCTION SUMMARY SCREEN

The Production Summary screen displays several distinct elements to give the player an overview of not only their production efforts, but also of resource gathering.



The screen is divided into three parts. The upper left corner displays the player's current Resource Flow, the bottom half of the screen displays information on regions that the player has Factories in, and the upper right corner depicts a portion of the world map. Each of these elements are described in greater detail below.



### 11.3.1 RESOURCE FLOW

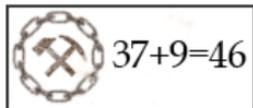
Seven items are displayed in the Resource Flow section at the upper left of this screen. These detail the flow of your World Power's Resources.

This can provide valuable information as to the efficiency of your World Power for getting Resources back to Factories where they

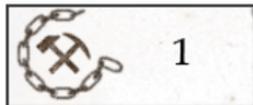
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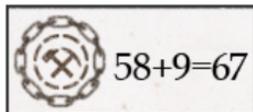
are needed. Each of the seven icons represents a certain resource flow function along with a number, as follows:



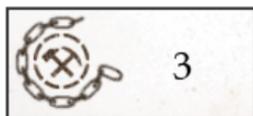
**Linked Resource Centers:** These are the number of Resource Centers that are linked with Factories (through uninterrupted land or sea region connections). This is shown as two numbers added together to make a total. The number on the left is the number of player controlled resource centers. The number added to this is the number of resource centers in neutral countries that are Leaning or Pro toward the player (and thus providing resources to the player).



**Isolated (unlinked) Resource Centers:** These are the number of Resource Centers that do *not* have direct links to a Factory. Isolated Resource Centers are identified by name in a popup window when the cursor is held over this box.



**Linked Resources in Resource Pools:** The number of Resource Points accumulating in your Resource Pool. This is shown as two numbers added together to make a total. The number on the left is the number of resources in player controlled resource pools. The number added to this is the number of resources in resource pools in neutral countries that are Leaning or Pro toward the player.



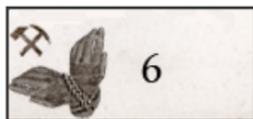
**Isolated (unlinked) Resources in Pools:** The number of Resource Points unable to add to your Resource Pool total, because they have no direct link to a Factory.



**Resources Gained from Free Trade this Turn from Neutral countries.**



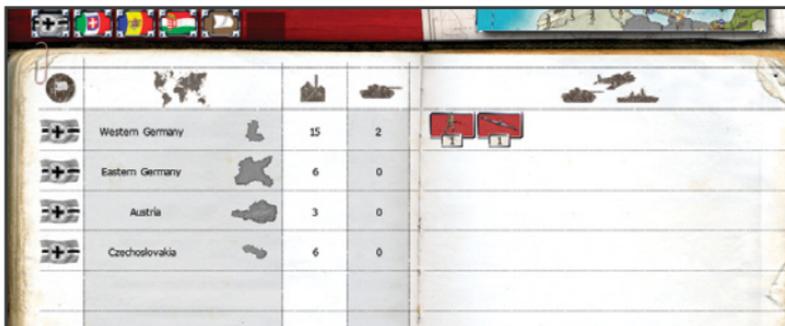
**Resources Gained/Given in Gifts this Turn**



**Resources Captured To Date in the Current Game**

## 11.3.2 FACTORY REGIONS

At the bottom of the screen is a section that details where all of your World Power's factories are.



Nationality	Region	Factory (Points) Output	Items Under Construction
+	Western Germany	15	2
+	Eastern Germany	6	0
+	Austria	3	0
+	Czechoslovakia	6	0

The list at left is divided into four columns – Nationality, Region, Factory (Points) Output, and Items Under Construction. Each of these columns may be sorted by clicking on the appropriate header. Clicking on a region name will center the map at upper right onto the region that is selected.

In the right-hand list, the units being built in the appropriate region are displayed. When attempting to determine where it would be best to build a unit, this list can be invaluable.

## 11.3.3 MAP VIEW

The map view at upper right can be changed to center on a specific region with Factories by clicking on the appropriate region from the list at the bottom of the screen.

The Map View acts like the World Map view, in that you can scroll the view by using the mouse and can zoom in and out by using the plus (+) and minus (-) buttons to the right of the map.

Placing the cursor over a particular region will display region information (if that option has been selected).



## 11.4 DAMAGED UNITS AND PRODUCTION

Whenever a unit is damaged and has successfully made its way to a friendly Factory (this happens automatically if possible), it is placed on the Production Spiral as if it was 50% produced (i.e. a unit that requires 2 Production Points would be placed in the final box requiring just 1 Production Point; a unit that requires 3 Production Points would be placed in the second box requiring 2 Production Points to complete (see below), etc.).

The exception to this is for Light, Heavy, and Carrier Fleets, which will have their repair time randomized between 1 and ½ their normal production cost (so most damaged Heavy Fleets will require 1 to 5 Production Points to complete). Also, when the damaged unit is placed on

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the Production Spiral, one Population Point is added to the Population Pool for the region (this represents that only 1/2 of the manpower in the unit was destroyed). Once the unit is on the Production Spiral, it is treated exactly as if it was like any other unit in production.

Additionally, surface Fleets that are damaged must return to a port attached to a land region with a Factory (see section 8.5.5).

## 11.4.1 REPAIR OF ITEMS WITH ODD-NUMBERED PRODUCTION COST VALUES

Units with an odd-numbered (e.g. 1, 3, 5, 7, etc.) Production Cost value that are damaged will now 50% of the time take one less turn to rebuild.

**Example: When a German Submarine Fleet with a standard cost of three is damaged and placed in a region with a Factory, 50% of the time it will require two turns to rebuild it and 50% of the time it will require only one turn.**

## 11.4.2 REPAIR OF INFRASTRUCTURE (FABRIQUES, RESSOURCES, RAIL)

When a region is captured, all Infrastructure (Rail, Resource Centers, and Factories) are damaged to Level 2. (These items are **never** destroyed – they can only be damaged.) At Damage Level 2 the item is useless, at Damage Level 1 it is only 50% effective, and at Damage Level 0 it is at 100% effectiveness.



This means that two Resource Centers, for example, in the same region and each at Damage Level 1 will each produce only 1/2 a Resource Point, for a total of one Resource Point produced in that Region for that turn.

Infrastructure can also be damaged through air unit attacks.

Repairing Rail, Factory, and Resource Centers damaged through combat uses up 5 Supply Points per item per level of damage and takes effect immediately when done. To repair, click the **Repair Screen** button from the Tool Bar.

Repairing is completed by clicking on the wrench icon next to the item on the list displayed. When the wrench is selected, a level of damage is repaired and 5 Supply Points are deducted from the player's Pool (if using Standard Supply rules; if using Advanced Supply rules, there must be a source of Supply in the same region in order to draw from it to make repairs). The number of Supplies owned by the current player is listed next to the wrench at the top of the screen (the screen above displays **32**).

Kharkov				
Kharkov				
Kursk				

If the item has a red explosion symbol, it has 2 levels of damage; a yellow explosion symbol indicates 1 level of damage. Each click repairs one level, so fully repairing a red-box item will require two clicks on the accompanying wrench.

When a region is conquered, all Resource Centers, Rail lines, and Factories are damaged to level 2. Remember that Rail cannot be built, only repaired.

There is a second way to repair a damaged infrastructure item. Click on the units in a particular region to bring up the Unit Display at the top of the screen. Right clicking on an Infrastructure item in this Unit Display will cause one level of damage to be repaired at the cost of 5 Supply Points.

Factories and Resource Centers that are repaired will not function until the start of the turn after they are repaired (i.e. if the Japanese player repairs a Resource Center in Spring 1942, it will start producing resources at the beginning of the Summer 1942 turn). Rail that is repaired provides rail capacity during the turn of repair (with a small reduction in capacity during the turn of repair).

## 11.5 STORAGE OF RESOURCES AND POPULATION IN POOLS

Resources and Population will go into Pools in each region where it is generated. If captured, Resource Pools are reduced to between 0 and  $\frac{1}{2}$  of the region's Resource Centers (determined by the computer at random). These Resources may then be used by the capturing player. If a region containing population is captured, Population Pools are halved (rounding down) and the remaining population is moved to another friendly region that is adjacent. Population only generates when the region is controlled by a friendly player.

Resources in any given region's Resource Pool at the end of a player's Production Phase may never exceed the number of Resource centers in the region (except for regions with 1 resource center which can store 2 resources at the end of the player's turn). If an region has no Resource centers, but at least one Factory, it may maintain one Resource in the pool at the end of the player's turn.

Population in any given region's Population Pool at the end of a player's Production Phase may never exceed the population value of the region.

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The Pool values for resources and population may be viewed in the Region Pop-up Display (see Preferences).

## 11.6 RESEARCH

Research was an integral part of all the combatants' war efforts in World War II. Without it, Panzer I tanks would never have evolved into Panzer VI's, nor would P-51 Mustangs have ever been developed.

Unit	Cost	Progress	Cost	Progress	Cost	Progress	Cost	Progress						
Infantry	6	(0/17)			3	(0/17)		7	(0/23)					
Artillery	6	(0/6)			3	(0/6)		6	(0/6)					
Submarine	8	(0/14)			3	(0/7)		9	(0/14)					
Carrier	6	(0/17)			3	(0/9)	6	(0/9)	7	(0/9)				
Destroyer	5	(0/8)			6	(2/8)			6	(0/8)				
Destroyer Escort	1	(0/8)	7	(0/8)	7	(2/15)	2	(0/15)	1	(0/8)	2	(0/15)		
Submarine	2	(0/6)	6	(0/6)	3	(0/6)	4	(0/6)	1	(0/6)	5	(0/6)	2	(0/12)
Carrier	3	(0/6)	6	(0/18)	2	(0/6)	3	(0/6)	1	(0/6)	6	(2/18)	3	(0/18)
Destroyer	2	(0/5)	5	(0/5)	4	(0/5)	4	(0/5)	1	(0/5)	4	(0/5)	3	(0/5)
Submarine	12	(0/5)	4	(0/5)	3	(0/5)	3	(0/5)	1	(0/5)			2	(0/5)
Carrier	10	(0/6)	3	(0/6)	3	(0/6)	7	(0/6)			5	(0/6)	2	(0/6)
Destroyer	12	(0/7)	4	(0/7)	3	(0/7)	5	(0/7)	1	(0/7)	4	(0/7)	2	(0/7)
Carrier	8	(0/7)	3	(0/14)									3	(0/7)
Submarine	7	(0/7)	3	(0/7)	3	(0/7)	1	(0/7)			1	(0/7)		

Research in A World Divided™ reflects both scientific breakthroughs of epic proportions (such as the Atomic Bomb and radar) and basic weapons development (such as making a new generation of tanks).

Research is conducted by reserving Research Points on the Production Screen. On that screen among the many Ground, Air, and Naval units is a beaker icon. Clicking the beaker icon will create one Research Point in the specified region. These points cannot be saved from turn to turn, so once reserved, be sure to spend them before exiting the Production Phase. You can also choose to spend production on research directly from the Research screen by selecting the desired unit attribute and pressing the +/- buttons with the cursor, or by using the +/- keys on your numeric keypad. Holding down the Shift key while pressing the plus key (+) will expend the maximum allowable points on that unit attribute; holding down the Shift key while pressing the minus key (-) will remove all points expended in the current turn. When spending production from the research screen without having research points already reserved, the computer will determine on its own from which region to pull the necessary Production Points.

# Production & Research

Research is conducted during the Production Phase; results of research take effect when the player ends the Production Phase.

**It is recommended that you manually determine in the Production Screen how Research Points are generated, instead of leaving it to the computer to do so. Do so by reserving Research Points in specific regions. It is a good strategy to use captured Factories for research purposes (as they contain no friendly population, they can only be used for research and supplies) and home Nationality Factories for producing units.**

Research, however, is not inexpensive. To increase a unit types attribute by 1, it costs five Research Points plus one for every five units already on the map and on the Production Spiral. So, if 13 units exist on the map or in production, it takes 5 points plus 3 more (13 units divided by 5), or a total of 8 Research Points to move up one attribute level.

**Your World Power cannot go crazy on research spending early on; it is limited on each weapon attribute to no more than one point per turn in any year before 1941. Additionally, there is a research limit of 2 points per item per turn starting in 1941. This limit (as well as the one point prior to 1941 limit) ends as soon as Germany or Japan is at war with either the Soviet Union or the United States..**

There is a chance that it will cost one less Research Point than this calculation comes up with, if there is a fraction involved. For example, above it costs 8 Research Points but in reality it is 7.6. What this equates to is that during any given turn, there is a 60% chance (the .6 fraction) that it will cost 8 Research Points and a 40% change (the remaining .4 of a full point) that it will actually cost 7 Research Points instead. If in this case the player had spent eight Research Points and the computer determined it only took seven, the unit attribute will increase by one and one research point will be accumulated toward the next level increase.

Determination of whether an attribute will increase by one occurs at the completion of the Production Phase. A message is displayed indicating what unit attributes increased. When the appropriate number of Research Points has been spent and the attribute increased by one, the attribute increase takes effect immediately for all appropriate units in the game.

0								
35								
		6 (0/17)	3 (0/17)				7 (0/33)	

(Number 0 in top left corner): Number of reserved (in the Production Screen) Research Points Available, bought in the Production Screen.

(Number 44 in top left corner): Number of Unused Production Points Available to spend on Research. Players can spend Production Points directly into Research, but do not get to choose which Region the Points come from.

Along the top of the Research Screen are the eight Attributes that can be researched. These are, from left to right, Speed, Evasion, Amphibious Capacity, Air Attack Value, Ship Attack Value, Antisubmarine Warfare Attack Value, Land Attack Value, and Torpedo Attack Value.

All of the units the player can build in the game are listed in the left-hand column of this chart. You can therefore cross-reference each unit with each attribute to determine if a value can be increased or not. As mentioned earlier, some attributes do not fit all units (such as Infantry not having a Torpedo Attack Value).

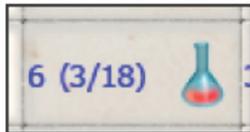
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In each attribute column, if it is upgradeable for that particular unit type the current attribute level is displayed, followed by a pair of numbers in parenthesis. At left, you can see that the unit in question (Infantry) currently has an Evasion attribute of 6.

The numbers in parenthesis are separated by a slash; the number at left is the number of Research Points spent so far, while the number at right is the number of Research Points that must be spent before upgrading the attribute to the displayed level. So, if a cross-reference indicated (3/8), this would mean three Research Points had been spent so far, and a total of eight must be spent before the attribute can be upgraded.

A unit that is currently having an attribute researched will have a beaker displayed next to these numbers. The color of the fluid in the beaker changes (as does its amount) as research on that attribute progresses. This level is denoted by, from lowest to highest, red (lowest level of research), orange, yellow, or green (a breakthrough is imminent). The "World Standard" for each attribute is denoted at the bottom of the Unit Data screen (indicated by the weights). Once an attribute exceeds the World Standard, the cost of successful research increases (since you're now technically leading the world in this technology).



Once a player has achieved an attribute level above the World Standard, the cost of increasing the attribute to the next level will cost more points. Basically at 1 over the World Standard, it costs double the cost to go to 2 over the standard. At 2 over the World Standard, it costs triple to get to 3 over the standard, and so forth.

Two factors determine the maximum expenditure per attribute per turn:

- (1) The number of points that have already been spent on that attribute, and
- (2) Where the attribute level is in relation to the World Standard (WS) as shown in this chart:

Points previously spent	<u>At or below WS</u> 0	1	2+
Max expenditure this turn		2	3
Points previously spent	<u>WS + 1</u> 0	1	2+
Max expenditure this turn		4	6

At WS + 2 and above the following formula applies:

Max expenditure this turn	$\frac{WS + n}{n + 1}$
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A higher set of limits applies to the Land Attack and Evasion ratings of Heavy Bomber units at WS 2 and above:

Points previously spent	<u>WS + n</u> 0	1	2+
Max expenditure this turn		$2*(n+1)$	$3*(n+1)$

Examples:

- Your Infantry Evasion is at WS and you have spent no points on that tech. You can spend a maximum of 1 point this turn on INF evasion.
- Your Infantry land attack is at WS and you have spent 1 point on that tech from prior turns. You can spend a maximum of 2 points this turn on INF land attack.
- Your Fighter evasion is at WS+1 and you have spent 2 points on that tech from prior turns. You can spend a maximum of 6 points this turn on FTR evasion.
- Your Armor land attack is at WS+2. You can spend a maximum of 3 points on this tech this turn regardless of prior spending.
- Your Artillery land attack is at WS+3. You can spend a maximum of 4 points on this tech this turn regardless of prior spending.
- Your Heavy Bomber land attack is at WS+3 and you have spent 1 point on that tech from prior turns. You can spend a maximum of 8 points on HB land attack this turn.

**To spend the maximum allowed on any particular attribute, hold down the shift key when clicking on the plus button for that attribute. Shift-click on minus button removes all research for this turn.**

Research expenditures on a particular item can never be spent that would exceed by more than one the current requirement to advance an attribute one level. Thus, if 5 had previously been spent on an item requiring 6 points to advance, the player could only spend up to 2 more points in the current turn for a total of 7 points.

## 11.6.1 RANDOM TECHNOLOGY EVENTS

One Random Technology Event may occur at the beginning of each turn. A screen listing all possible Random Technology Events may be accessed from the Research screen by clicking on the button on the left side of that screen. Items that have not yet occurred are grayed out. An event may only occur once during a game. In scenarios starting after 1939, some of these events are considered to have already happened and are listed as such on the screen.

Each of the following Events are checked for IN ORDER each turn, but an item is never checked prior to its "Year First Available" date. This means that the "Germany – Jet Engines" Event is checked for first, then the "Western Allies – Proximity Fuse" Event, and so on. The percent listed with the Event is the percent chance it will occur.

- If the check succeeds, the Event occurs and no other Event will occur for that turn.
- If the check fails, the next Event is checked.
- If the last Event is checked, and fails, no Event will occur for that turn.

When a Random Technology Event occurs, one plus a randomly determined number from one to four (e.g., a two through five) is added to the amount of Research on the affected item for the World Power listed in the event (1+Die(4)). For the events listed as 1, 7 and 8 below (jet engines, LCVP, LST), an additional 5 is added to their research (6+Die(4)).

### 1. GERMANY – JET ENGINES

**The first ever jet engines were actually worked on concurrently by one Dr. Hans von Ohain of Germany and one Sir Frank Whittle of England. Each man worked tirelessly on their own design, unaware of the other's research efforts. The first operational jet engine, though, was created by Dr. von Ohain, gaining his patent in 1936. However, Sir Whittle gained his patent in 1930 – one made it a reality first, while the other made it a legality first. Regardless, both's achievements in the field of jet engine technology launched many a research project on both sides of the Channel. Dr. von Ohain's model was the first**

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to actually power an aircraft in flight, in 1939, while Sir Whittle's model flew in 1941. While Allied jets were largely ineffectual in the war, German jet technology had a more immediate impact, but was thankfully produced in low numbers thanks to the Nazi government's short-sightedness. What few German jets flew the skyways over Germany, though, gave Allied pilots trouble far out of proportion to their numbers.

Year First Available: 1943

Chance to Occur: 25%

Units/Ratings Affected: Fighter and Tactical Bomber Evasion Rating

## 2. WESTERN ALLIES – PROXIMITY FUSE

A proximity fuse is a unique adaptation to artillery and rocket rounds, which allows the explosive embedded within to explode automatically when distance to a target meets or goes below a certain value, or travels through a certain plane. This can be attained through radio frequencies, or magnetic, acoustic, or optical sensors. Each of these methods were researched, developed, and put into practice first during World War II.

Year First Available: 1942

Chance to Occur: 25%

Units/Ratings Affected: Carrier Fleet, Heavy Fleet, Light Fleet, and Flak unit Anti-Air Rating

## 3. SOVIET UNION – KATYUSHA ROCKET LAUNCHERS

Katyusha Rocket Launchers are a mobile form of rocket artillery initially developed and used by the Soviet Union during World War II. These platforms were capable of delivering devastating applications of explosives to a large or small area in a short period of time, although with low accuracy; the Katyusha relied more on quantity than quality. While these weapons took a long time to reload, their mobility (based on the trucks that carried them) were capable of launching and moving before effective counter-battery fire could harm them. German soldiers nicknamed these weapons 'Stalin Organs.'

Year First Available: 1941

Chance to Occur: 15%

Units/Ratings Affected: Artillery Land Attack Rating

## 4. GERMANY – PANZERFAUST

The Panzerfaust (literally, "gauntlet" (as in "armored fist") or tank fist) was a cheap and very effective German anti-tank weapon that consisted of a small, disposable preloaded recoilless weapon, which was NOT rocket-propelled as many believed. The weapon could easily be fired by a person with minimal training (hence it was used in large numbers by Volksturm and Hitler Youth in the closing stages of the War), and could penetrate upwards of 200 millimeters of enemy armor. The heaviest of Soviet tanks, the Joseph Stalin III, had 90 to 230 millimeters of armor, making the Panzerfaust generally effective against any Allied tank.

Year First Available: 1942

Chance to Occur: 20%

Units/Ratings Affected: Infantry Land Attack Rating

## 5. GERMANY – SNORKEL

A snorkel is a device that allows a submarine to take on fresh air while remaining submerged. This device was invented by the Dutch just before World War II; the Dutch had been working on this when Germany conquered the country in 1940; this gave them the chance to perfect their own designs to

**enable U-Boats to travel at periscope depth while operating on diesel engines, giving the submarine an incredible range (which was often short when running on batteries below the surface).**

**Germany initially did not take advantage of this breakthrough, but U-Boat losses as the war dragged on made surface operations nearly impossible, so in 1943 this device was retrofitted to the VIIC and IXC classes and designed into the new XXI and XXIII types.**

Year First Available: 1943

Chance to Occur: 20%

Units/Ratings Affected: Submarine Evasion Rating

## 6. WESTERN ALLIES – MARK 24 FIDO TORPEDO

**The Mark 24 FIDO Torpedo was created by the United States. Contemporary U.S. torpedoes were horrible performers, and the move to create a viable and effective torpedo weapons system drove to the creation of this device. An air-dropped torpedo, it possessed a passive acoustic homing device. It entered general service in March of 1943. It almost immediately had a more than satisfactory impact, as 204 torpedoes were studied to have been fired, sinking 37 enemy submarines and damaging a further 18. The torpedo was so effective, in fact, that the initial order for 10,000 was reduced to 4,000.**

Year First Available: 1943

Chance to Occur: 25%

Units/Ratings Affected: Carrier Air, Heavy Air, and Tactical Air Torpedo Attack Rating

## 7. WESTERN ALLIES – HIGGINS BOAT (LCVP)

**The Landing Craft, Vehicle, Personnel (LCVP), or the “Higgins Boat,” was one of the most extensively-used landing craft in World War II. More than 20,000 of these craft, initially built to navigate the swamps of Louisiana, were built for the Allied war effort.**

**Cheap to produce (they were built almost entirely of plywood), these craft could carry upwards of 40 men to a beach, where the ubiquitous landing ramp at the front would plop down, allowing the men to disembark quickly.**

Year First Available: 1942

Chance to Occur: 75%

Units/Ratings Affected: Transport Fleet Amphibious Transport Capacity Rating

## 8. WESTERN ALLIES – LANDING SHIP TANK (LST)

**The Landing Ship, Tank (or LST) was created during World War II as a supplement to the effective LCVP, carrying large amounts of cargo – including men, equipment, vehicles, and especially tanks. They were, like their LCVP cousins, capable of running up to a beach and dropping a bow ramp to unload said materials directly to the land. More than a thousand of these were built in the United States during the war, with about another hundred built in the United Kingdom and Canada (where it was known as the LST (3)).**

Year First Available: 1942

Chance to Occur: 75%

Units/Ratings Affected: Transport Fleet Amphibious Transport Capacity Rating

## 11.6.2 AIRBORNE RESEARCH BONUS

The unit attributes for a player's Airborne units will automatically improve to be at least the equal of that player's Infantry. Whenever an Infantry unit has an increase in any of its attribute

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categories, the system checks the attributes of the Airborne units as well. If the Airborne unit has a lower number in that (or any other) attribute, the Airborne unit's attribute(s) will be increased to match that of the Infantry unit attribute(s). Any Airborne unit research being conducted for the same attribute(s) will be lost (reset to zero). Note this only affects the RESEARCH value, and not the attribute itself.

## 11.6.3 EARLY WAR RESEARCH LIMITS

All World Powers are limited in their research spending on each weapon attribute to no more than one point per turn in any year before 1941. Additionally, there is a research limit of 2 points per item per turn starting in 1941. This limit (as well as the one point prior to 1941 limit) ends as soon as Germany or Japan is at war with either the Soviet Union or the United States. For example in 1940 (with the United States and Soviet Union not at war), one point could be spent on Infantry Land Attack, one point on Infantry Evasion, and one point on Armor Land Attack. Two or more points, however, CANNOT be spent on any of these items.

## 11.7 FREE TRADE AND WORLD POWER GIFTS

Neutral Nationalities with a Balanced state send a portion of their Resource Points to World Powers (called 'Free Trade') as long as a path of friendly land regions or Transport Fleets from the Neutral region to a region controlled by the World Power exists. Each player gets 1/2 of the Neutral's Resource Pool (rounded down, i.e. one Resource Point yields none, two Resource Points yield one, five Resource Points yields two, etc.). This Free Trade is distributed on a first-come, first-served basis during any turn. Thus, Germany will always get first crack at a Neutral's Resource Points each turn.

**Note that Neutral countries with a Balanced state will only produce resources at the resource centers at the beginning of Winter and Summer turns.**

Every turn between the Summer 1939 and Fall 1941 turn (inclusive) that the Soviet player is not at war with Germany, the Soviet player must give up three Resource Points to the German player (they get picked up from any Soviet region and placed in Eastern Germany at the start of the turn at the moment just after Soviet resources are generated by resource regions).

Between the Summer 1939 turn and the Spring 1941 turn (inclusive), the Western Allies player must give five Resource Points to the Japanese player (they get picked up from any region in the US and placed in Tokyo at the start of the turn at the moment just after Western Allies resources are generated by Resource Centers). This only happens if:

- Japan is not at war with Russia or the Western Allies,
- Siam is not controlled by Japan, and
- Japan does not control any non-coastal Chinese regions.

### 11.7.1 AUTOMATIC RESOURCE MOVEMENT (INCLUDING FREE TRADE)

In order for Resources to move (including from Free Trade), they must be adjacent to a friendly or neutral region that contains rail and/or a Transport Fleet; from here, it must be able to trace a path via rail (in friendly or neutral regions) or friendly Transport Fleets to a friendly Factory.

## 11.8 SPECIAL MILITIA MOBILIZATION

On the first turn that a region owned by the Soviet Union is attacked by Germany (not Japan), the Soviets receive (at the end of their next Production Phase) two Militia units per Population Point in each Russian Nationality region they control. This may only happen once per game.

Whenever a Chinese-controlled, Chinese Nationality region is attacked by a declared attack that includes enemy ground units, Chinese Militia units are added to the defending forces immediately before combat resolution. These forces added are equal to twice the Population Level of the region. This will happen each time a region is attacked.

Whenever a German, Japanese, Canadian, or United States Nationality region that is not hostile to its owner is attacked by a declared attack that includes enemy ground units, Militia units are added to the defending forces immediately before combat resolution. The number of Militia units added is equal to the Population Level of the region. This will happen each time a region is attacked.

**Our landings in the Cherbourg Havre area have failed to gain a satisfactory foothold and I have withdrawn the troops. My decision to attack at this time and place was based upon the best information available. The troops, the air and the Navy did all that Bravery and devotion to duty could do. If any blame or fault attaches to the attempt it is mine alone.**

**-Text from an actual note hand-written by General Dwight D. Eisenhower on the eve of the D-Day landings, to be used in case of catastrophe.**

**Had the D-Day operation failed, the British Isles and the United States, along with many other Allied nations, wouldn't necessarily be speaking German today. However, the impact of the Allies' historical success on D-Day magnified itself throughout the rest of the War and subsequently into the Cold War and beyond. Had D-Day failed to bring success, there were still Allied troops pushing up Italy and the possibility of continuing with plans for landings in southern France. However, it is likely that American troops never would have shaken hands with the Soviet spearheads on the Elbe in April, 1945 more likely instead, on the Rhine River. The Allied liberation of Western Europe set the stage for years of tense stand-offs and rhetoric between NATO and the Warsaw Pact, as well as the eventual fall of Communism. Had the Western Allies not been there to meet the Soviets, no matter the discussions of the occupation of Germany decided on in Yalta in 1945 between the Big Three (Britain, the U.S., and the USSR), Stalin wouldn't have likely withdrawn from the lands he and the Red Army had liberated from German occupation, whether that be all of Germany or perhaps all of Western Europe.**

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## 12.0 SUPPLY

### 12.1 SUPPLY TYPES

When beginning a game of A World Divided™ for the first time, it is recommended that the player(s) turn off the Advanced Supply rule. The management of Supply within a World Power's war effort can be complex and should only be attempted after having experienced a few games to get a feel for how units move on the map.

There are three variations of supply rules that can be selected when starting a game:

- 1. Standard Supply** – Supply needs to be produced, but is automatically transported to units on the map regardless of their location; no Strategic Movement capacity is used. Supplies are kept in a Pool to be used as needed anywhere on the map. Standard Supply is considered to be in effect when the Advanced Supply option in the Game Option screen is left unchecked. This is the easiest of supply rules, as the player's units will use supply regardless of their location or if they are surrounded and cut off.
- 2. Advanced Supply and Auto Supply** – Supply needs to be produced, and there must be an unbroken chain of Transport Fleets (at sea) and Rail (on land) from the Supply unit to the unit that needs the supply or an adjacent region. Essentially, Advanced Supply means a unit in a region needs to have an unbroken link to the Supply source; with Auto Supply turned on, the computer automatically moves Supply as units need them until it runs out of supplies or Strategic Movement capacity. Supplies may also (and should) be moved manually to get them where they will be needed. The computer and the player may move supplies Tactically as they have a movement point value of 1. The Auto Supply game option does not move supply automatically for defensive combat requirements. You need to ensure you have supply in or adjacent to the zone that have units you want supplied if they get attacked.
- 3. Advanced Supply and NO Auto Supply** – Supply needs to be produced and Supply must be moved manually via an unbroken chain of Transport Fleets (at sea) and Rail (on land) or Tactically as they have a movement point value of 1 to the region that contains the unit that needs the supply or an adjacent region. This is the most complex form as it requires the player to physically move the supply to each region that needs it.

**Without supply, a unit cannot move or attack.**

### 12.2 SUPPLY UNITS

By using the Advanced Supply rules, the player will be manipulating Supply Units. These units are displayed on the World Map as truck icons. Each truck icon represents one Supply Points (although when produced, they are built 5 at a time for the cost of 1 production point when using Standard or Advanced supply rules).

Supply units can be moved on the map like any other land unit, with one exception: they may not be moved



into enemy-occupied regions. However, they may be moved into regions owned by other Allied World Powers, in which case they change ownership to that World Power (this is how Lend Lease is accomplished when playing with Advanced Supply rules). They may only exist in friendly-held regions. Keep this in mind when moving Supply units across the map – usually a good number of them will need to be kept behind a front line that penetrates deep into enemy territory, moving up as the need arises.

## 12.3 USE OF SUPPLIES

Units (except for Transport Fleets, Submarine Fleets, and Supply units, which do not require supplies for movement) use a Supply Point when they try to move Tactically (not via Strategic Movement, which costs no Supply). When using Standard Supply, supplies come directly from the Supply Pool. When using Advanced Supply, the supplies used will be selected by the following priority system:

1. From the region the unit occupies before the current move.
2. If there is no supply in the region it occupies before its current move, it tries to get it from a region adjacent to the region that the unit occupies before its current move (it will look for the region with the largest amount of supplies on hand).
3. If there are no adjacent regions with supplies (or with enough supplies), it will take supply from the region the unit occupied at the start of the current turn.
4. If there is no supply (or not enough supply) in the above case, it will take supply from the region adjacent to the region that the unit occupied at the start of the current turn (it will look for the region with the largest amount of supplies on hand).
5. If there is no supply (or not enough supply) in the above case, if Auto Supply rules are in effect (set in the Game Options screen before the scenario is begun, see section 2.3.5) the computer will move a supply unit from the closest region that it can draw supply from.

If no supply is available, then no movement is allowed.

**When a unit is supplied during a player turn, the unit remains supplied until the beginning of that player's next turn.**

A unit not already supplied will attempt to use a supply unit when involved in a declared combat. A unit that is not supplied (or a sub without torpedoes) will not attempt to supply itself just to fire Op-Fire (it will attack as it is, unsupplied, but without combat penalties). Transport and Submarine Fleets are always considered in supply for combat purposes.

## 12.4 EXTENDED MOVEMENT (FUEL)

### 12.4.1 GROUND UNITS

When an Armor unit moves more than one region or moves into a rough region, or any ground unit moves over a 2 movement point border (through Extended Movement), it will expend one extra Supply Point. This is in addition to the one Supply Point used to allow movement in the first place.

### 12.4.2 SEA UNITS

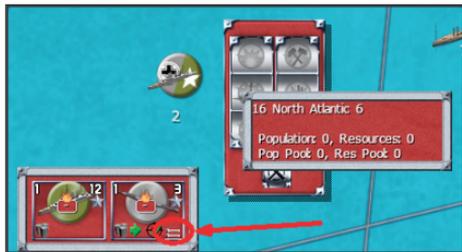
A surface Fleet unit (Heavy Fleet, Carrier Fleet, Light Fleet, or Transport Fleet) is allowed to move up to five Movement Points and will only expend one Supply Point.

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However, if a surface Fleet moves further it will expend additional Supply Points as described in section 7.1.6.

## 12.5 SUBMARINE FLEETS AND CARRIER AIR UNITS

Submarine Fleets do not require Supplies for movement. Submarine Fleets use up torpedoes as they attack enemy Fleets, and if they run low will attempt to resupply in order to restock torpedoes. When a Submarine Fleet is supplied, it refills its stock of torpedoes. Submarines will automatically use up a Supply Point (if one is available) to reload torpedoes to maximum whenever they plot a move and do not have more than half of their full load of torpedoes. The Supply Point used must come from the same or adjacent region.



Carrier Air Groups must use a Supply Point when they move away from their Carrier Fleet home base or when they participate in an attack. The supply can come from the region the Carrier Fleet started from or is in when the Carrier Air Group moved (or a region adjacent to either).

## 12.6 ALLIED SUPPLY COST FOR ATTACKING NEUTRALS

The Soviet Union and Western Allies must expend supplies to attack a Neutral Nationality. It costs the Soviet Union five supplies to declare war on a Neutral Nationality, while it costs the Western Allies 10 supplies to declare war on a Neutral Nationality (this accounts for the additional political costs to these World Powers for attacking a neutral).

## 12.7 MISCELLANEOUS SUPPLY RULES

When defending against an enemy attack, all defending units in an attacked region will together use only one Supply Point to supply all of the friendly units defending in the combat.

Area Supply: When the Area Supply game option is activated, at the beginning of a player's movement phase the computer will attempt to move:

- One Supply Point into each land region containing a friendly unit.
- One Supply Point into each land region containing an enemy partisan unit and at least one friendly Infantry, Militia, Airborne, or Armor unit. This is an aide to help the player maintain one Supply Point in every region for defensive purposes and help the player supply his anti-partisan garrison.

If both enemy partisan units and friendly Infantry, Militia, Airborne, or Armor units are present this means two Supply Points will be moved to region. The supply moves that occur due to Area Supply only happen if there aren't already the required supplies in a region.

When the computer controls the Japanese or Western Allies, the computer is allowed to move a Fleet to a friendly port even if the Fleet has no access to supplies.

## 12.8 SUPPLY SHARING (LEND-LEASE)

When using Standard Supplies, players may give Supply Points from one friendly World Power to another under the following conditions:

- There must be a land link between the players or a network of lending player's Transport Fleets between land regions of the two World Powers.
- Lend Lease is limited to 10 Supply Points per turn from one Nationality to another if there is a land link but not a Rail or Transport Fleet link between the two countries.
- If there is a Rail or Transport Fleet link, then Lend Lease is limited to 50 Supply Points per turn.
- No lend lease to Russia is allowed prior to Russia being at war with either Germany or Japan.



Click the Lend Lease button in the Toolbar at the top of the screen (or press the **L** key) to bring up the Lend Lease screen.

This screen depicts several levels. At the top is your World Power, with the number of supplies that your Power currently has on hand. The next level, immediately adjacent to the World Power symbol(s) of your allies, is the Supply Queue. Immediately below the Supply Queue is the current number of supplies that your allies currently have on hand. At a glance you can see immediately which of your allies need help!

To provide supplies to an ally, you can either click the plus (+) button above the Supply Queue for the applicable Power once for each Supply Point to send; also, or you may click on the number in the Supply Queue and, in the pop-up window that displays, enter the number of Supply Points to send. If you change your mind, you can press the minus (-) button to reduce the Supply once for each click, or click on the Supply Queue number to enter a different value. Once you are satisfied with the supply amount(s) displayed in the Supply Queue, click the check mark at upper right to confirm shipment, or the 'X' at upper right to cancel the transaction.

When using the Advanced Supply rule, Supply Points may be moved by one World Power into a land region controlled by another Friendly World Power. When this is done, the Supply Points will immediately become owned by the player controlling the land region the supplies moved into and the move cannot be undone.

**LIBERTY SHIPS CARRIED more than three quarters of the cargo needed in the European and Pacific theaters throughout World War II. 2,710 of them were built between September 1941 and September 1945. Today, only two still exist the SS John W. Brown and the SS Jeremiah O'Brien. During the War, 9,497 Merchant Marine crewmen died out of nearly a quarter million who served a 1 in 26 chance, as opposed to a 1 in 34 chance for a US Marine or a 1 in 48 chance for someone in the Army.**

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## 12.9 NO SUPPLIES REQUIRED OPTION

If this game option has been selected, supplies will not be needed for any purpose (for movement, attacking, repairing, and so on) – consequently, there is no need to build supply units. Since the game was intended to play with the **Supplies Required** option selected, **choosing to play with no supplies will seriously alter the game balance.** We suggest this option only be used by players new to the game.

## 13.0 CONQUEST

### 13.1 GERMAN, JAPANESE, AND ITALIAN SURRENDER

Germany and Japan (including all of the countries part of their World Powers) can be forced to surrender under certain circumstances. The Soviet Union, China and the Western Allies will never surrender. Italy may surrender separately. Under certain conditions Vichy France may be created as a Nationality, although France will never cease to exist as a Nationality at war with the Axis (see section 10.8).

#### 13.1.1 GERMAN SURRENDER

For Germany to surrender, either of the following conditions must be met at the end of any player's turn:

- 1) Western Germany and Eastern Germany must be Allied controlled, or
- 2) Western Germany or Eastern Germany must be Allied controlled and two of the following three regions must be Allied controlled: Austria, Czechoslovakia, East Prussia

When Germany surrenders, all their units are removed from the map and their territories become either Soviet or Western Allied controlled. Factories with their Nationality are removed from the map.

#### 13.1.2 JAPANESE SURRENDER

For Japan to surrender at the end of any player's turn, Honshu must be Allied controlled, or all three of the following conditions must exist:

- 1) The Western Allies have Atomic bomb capability (Heavy Bomber with Land Attack of at least 9) and Japan does not Atomic bomb capability
- 2) The Soviet Union is at war with Japan
- 3) Japanese Victory Points must be less than 10

Japanese surrender is checked at the end of each turn so it can happen immediately after the Western Allied Production Phase in which the Western Allies achieve Atomic Bomb capability.

When Japan surrenders, all their units are removed from the map and their territories become either Soviet or Western Allied controlled. Factories with their Nationality are removed from the map.

#### 13.1.2 ITALIAN SURRENDER

The first time that the Allies capture three out of four of the following territories – Northern Italy, Southern Italy, Sicily, and Tripoli – Italy surrenders. When Italy surrenders, all Italian units are removed from the map. Note that Italian units are designated with an Italian flag on the

Unit Display. Italy will remain in the war as a part of Germany, as this represents the puppet government that was set up after Italian surrender.

## 13.2 MAINTAINING CONTROL

Most countries invaded by enemy powers didn't exactly welcome the enemy with open arms; even those that did historically ended up turning on their would-be "liberators" due to excesses from unwelcome requisitioning of food, equipment, and property, to outright murder of citizenry. Bands of civilians and soldiers caught behind enemy lines often formed Partisan bands to fight the enemy occupation, usually attempting to destroy enemy infrastructure and making as much of a nuisance of themselves that they possibly could, tying down large amounts of enemy soldiers that were desperately needed elsewhere.

### 13.2.1 PARTISANS

If an Axis World Power attacks and conquers a Neutral or enemy-owned region, that region is considered Hostile towards the occupying World Power. Each turn that the Axis Power controls this region, partisans gain strength in that region if the region has population.

Initially, a newly-conquered province has a Partisan Value of 0. Each turn, before the German turn, the Population Value of the region is added to the Partisan Value.

Example: On the Spring 1940 turn, Germany occupies Western France. At the beginning of the Summer 1940 turn, the Partisan Value of Western France will become 3 as the region's 3 Population creates 3 Partisans. Each turn that Germany continues to occupy Western France, 3 more partisans will be created.

Region	Population	Partisan Value								
Tripoli	0	0	0	0	0	0	0	0/0	0	
Sardinia	0	1	0	0	1	0	0	0/0	0	
Western France	3	4	0	3	2	3	2	70/70	3/3	
Eastern France	1	3	0	1	3	2	2	70/70	2/2	
The Low Countries	0	2	0	0	1	2	2	70/70	2/2	
Western Germany	10	8	5	5	4	5	2	70/70	0	
Eastern Germany	4	7	3	2	2	3	2	70/70	0	
Western Poland	1	4	0	1	2	1	1	35/35	1/1	
East Prussia	0	0	1	0	0	1	1	35/35	0	
Austria	2	3	1	1	1	1	2	70/70	0	

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To combat this, the occupying World Power must have supplies and troops present. At the beginning of the Production Phase for each turn, one Supply Point in that region (or an adjacent region) is expended to combat the partisans if there is an anti-partisan garrison present; in addition, the Partisan Value decreases by **one** for each Infantry, Airborne, Militia, and/or Armor unit in that region (which counts as the anti-partisan garrison). If there is no supply available to be expended, the Partisan Value is not decreased. If the Partisan Value remaining after this is a positive value, **each** remaining point may attack the supplies and infrastructure in the occupied region. If partisans attack and fail, the Partisan Value may be decreased.

Example: Continuing the Summer 1940 turn from above, assuming the Germans had 1 Militia and one Infantry unit in Western France (and one Supply Point available), the Partisan Value would be reduced to 1 (an initial Partisan Value 3 minus 2 anti-partisan garrison units). The one remaining partisan might attack an undamaged Infrastructure or Supply Point in the region. Leaving Partisans alone means serious danger for the occupying World Power. Once the Partisan Value of a region reaches five, the partisans can attack and destroy enemy combat units in the region in addition to Infrastructure and Supply. The hostility of the region and its current Partisan Value is displayed when the View Nation button in the Tool Bar is selected.

This value is displayed as a **number, slash, and a second number**. The first number is the Partisan Value of the region; the second number is the number of friendly units (Infantry, Airborne, Militia, and Armor) occupying the region that are acting as the anti-partisan garrison. For example, at right we can see that the Western France region has a Partisan Value of three, meaning at least three military units need to be present to keep the region from going into revolt. The second three to the right of the dash indicates that the minimum garrison requirement is being met currently.

Whenever the size of a player's anti-partisan garrison is less than the number of partisans in a region, or no supply is in or adjacent to the region, a warning graphic is displayed (pictured at left). Whenever a player selects a unit (or supply) that if moved would drop the anti-partisan garrison below the number of partisans in the region (or move away the required supply point), the warning graphic is displayed.



Right clicking to deselect the current unit will keep the unit in the region, thereby averting any potential problems.

## 13.2.2 FROZEN REGIONS AND POLITICAL GARRISON REQUIREMENTS

Some regions require a certain number of land units to be present in order to avoid a neighboring (possibly enemy) region from becoming Unfrozen (see section 3.2.6) or from adding War Readiness points to the Soviet Union (see section 10.2.2).

To show that a region will be in violation of this rule, whenever a player selects a unit to move that if moved would leave the region lacking the required garrison, a warning symbol is displayed (pictured at left).



These garrison requirements are only checked at the end of the owning player's movement phase.

## 13.2.3 LIBERATING REGIONS

When a region owned by a World Power is controlled by an enemy player, and is later liberated by forces of a different friendly World Power then the attacking player will be asked "Occupy

Area Yes/No. If they answer no then the region immediately reverts to the control of the original World Power and the liberating units remaining in the region are moved back to the region where they came from. If they answer yes, then the attacking player will take control of the region as they would any other region and their units will remain in the region. The region and its Infrastructure will now function as if they belong to the occupying World Power. Any population and factories in these occupied regions may be used by the occupying World Power using the factories normal factory multiplier.

For example, Germany occupies Leningrad. The Western Allies successfully attack it and answer Yes to the Occupy Area question. They now control Leningrad and if they repair the Factory there it will provide the standard Soviet multiplier (x2 or x3, not x1) under a Production for Soviet Union section in the Western Allies production screen (using population in Western Allied controlled Russian Nationality regions).

## 14.0 VICTORY

There are three levels of victory that may be achieved: Decisive, Substantive and Marginal. A game may also end in a Draw. A game will end when the time limit for a scenario is reached, one side no longer controls at least one region, or one side reaches its Automatic Victory Conditions. At the conclusion of the game, the victory level is determined and displayed. Players then have an opportunity to view the final map situation.

### 14.1 VICTORY POINTS

Some victory conditions are based on the Victory Points of either the Axis or Allied side. The Victory Points for each player is the sum of that player's Production Level (see section 14.1.1) and Strategic Points (see section 14.1.2). All Allied World Powers are added together to determine the Allied Victory Points and all Axis World Powers are added together to determine the Axis Victory Points. These values are shown at the bottom of the **Strategic Map screen** (pictured above) and are updated continuously during the game. The values are shown for each player as two numbers added together with the left-most value next to the factory symbol being their Production Level and the value to its right next to the globe being their Strategic Points. A similar total is given for each Side.



The values are shown for each player as two numbers added together with the left-most value next to the factory symbol being their Production Level and the value to its right next to the globe being their Strategic Points. A similar total is given for each Side.

**The value at the bottom right of the screen (52 in the above screenshot) is the Axis High Water Mark which is equal to the highest number of Victory Points achieved by the Axis side at any point during the game (thus this number never declines). Just to the right of the High Water Mark in parenthesis are the value(s), if achieved, that will benefit the Axis player (see sections 14.2 and 14.3).**

#### 14.1.1 PRODUCTION LEVEL

Each player's Production Level is based on current Potential Production Points from existing Factories and Resource Centers; one Potential Production Point is formed when one Factory Point (accounting for factory multipliers) is added with one Resource Center. For purposes of determining the Production Levels, Resource Centers and Factories that have Damage Level 1 count as  $\frac{1}{2}$  (rounding down within each region). Resources and Factories that have Damage Level 2 count as 0. In addition, Resource Centers in neutral countries that are Leaning or Pro

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toward a player's side are treated as friendly resource centers for determining the Production Level of that player. Factories that are Pro toward a player's side are treated as friendly factories for determining the Production Level of that player. Resource Centers (both player controlled and friendly neutrals) and neutral country factories must be linked to a player owned (non-captured) Factory to be included in the Potential Production Point calculation.

Even if all Resources and Factories of a Side are captured or have Damage Level 2, each Side will have a minimum of one Production Point for Victory calculation purposes.

## 14.1.2 STRATEGIC POINTS

Strategic Points can be earned in two ways. The most common way is by controlling a region that contains Strategic Points. The Show Strategic Points preference item allows players to view the regions and points to be earned on the map (white indicates Allied control, and red indicates Axis control). These Strategic points are gained and lost as regions are taken and lost, and the Victory Points always reflect the regions currently under a player's control.

In all of the World War II campaigns and scenarios, the following Strategic Points in the indicated regions may be earned:

Moscow 6	London 5	Washington 5	Victoria 4
Chungking 3	New South Wales 2	East India 2	Cairo 1
Gorki 1	Leningrad 1	Southern India 1	Stalingrad 1

There is one other way that Strategic Points may be earned. If Victoria is not owned by the Axis player, the Axis player may earn one (1) point for each friendly air unit within range of New Zealand. To qualify the air unit must either be on a friendly land region or must be a Carrier Air unit in the same region as the Carrier Fleet it is attached to. If the Air unit meets these requirements and is within its normal speed attribute of New Zealand, then it will score points for the Axis player. No more than four (4) points may be earned this way even if more than four aircraft are within range of New Zealand. The number of points currently being scored for New Zealand is indicated on the map by an aircraft symbol with the number scored printed over top of it.

See section 14.4 for Strategic Point locations for Scenario V and the Postwar Continuation Game.

## 14.2 AXIS AUTOMATIC VICTORY (AV)

In the WWII Campaigns and Scenarios, the Axis may win an Automatic Victory if they have 78 Points Victory Points at the end of a Western Allies player turn. If this occurs the game ends and the Axis win a Decisive Victory. It is important to note that just having the Axis High Water Mark be 78 or greater is not enough to trigger AV. The Axis player must maintain 78 Victory Points at the end of the Western Allies player turn in order to achieve an AV.

Players will be given a chance to continue the game after an Automatic Victory has been declared. If they elect to continue the game, Automatic Victory will off for the remainder of the game.

## 14.3 END GAME VICTORY CONDITIONS

If no Automatic Victory is achieved, the game will continue until one player no longer controls at least one region or until the game reaches the end of the Fall 1946 turn (end of Spring 1946 for Scenario IV, end of Fall 1948 for Scenario V). At that time, victory is determined based on if and when both Germany and Japan have surrendered as follows:

### For All Campaigns and Scenarios I, II and III:

Decisive Allied Victory – Axis surrender by the end of the Summer 1945 turn.

Substantive Allied Victory - Axis surrender by the end of the Fall 1945 turn.

Marginal Allied Victory – Axis surrender by the end of the Winter 1946 turn.

Draw - Axis surrender by the end of the Spring 1946 turn.

Axis Marginal Victory - Axis surrender by the end of the Summer 1946 turn.

Axis Substantive Victory - Axis surrender by the end of the Fall 1946 turn.

Axis Decisive Victory – Axis have not surrendered by the end of the Fall 1946 turn.

### For Scenario IV:

Decisive Allied Victory – Axis surrender by the end of the Winter 1945 turn.

Substantive Allied Victory - Axis surrender by the end of the Spring 1945 turn.

Marginal Allied Victory – Axis surrender by the end of the Summer 1945 turn.

Draw - Axis surrender by the end of the Fall 1945 turn.

Axis Marginal Victory - Axis surrender by the end of the Winter 1946 turn.

Axis Substantive Victory - Axis surrender by the end of the Spring 1946 turn.

Axis Decisive Victory – Axis have not surrendered by the end of the Spring 1946 turn.

For Scenario V and the Postwar Continuation Game see section 14.4)

The victory levels in the Campaigns and Scenarios I, II and III may shift based on the Axis High Water Mark. If the Axis High Water Mark (the highest number of Victory Points achieved by the Axis side at any point during the game) is 72 or greater, the Victory Level at the end of the game moves one level in favor of the Axis side (i.e. a Substantive Allied Victory becomes a Marginal Allied Victory, a Draw becomes an Axis Marginal Victory). If the Axis High Water Mark is less than 67, the Victory Level at the end of the game moves one level in favor of the Allied side. These important levels for the Axis player to achieve are shown in parenthesis next to the High Water Mark in the Strategic Map Screen. For most games you will see (67/72/78), although when the No Auto Victory option is on, you will see (67/72/0) to indicate that an AV is not possible.

### 14.3.1 POSTWAR CONTINUATION GAME

The postwar continuation game allows players to explore what might have happened had the Soviet Union and the Western Allies gone to war with each other immediately after they had defeated the Axis powers. At the conclusion of any game (aside from Scenario V), if the game ended with the surrender of the Axis powers, the player(s) may choose to continue the game. This opportunity is provided when the players attempt to exit the victory screen and return to the main menu. If the player(s) elect to continue the game, the game will begin with the next Soviet player turn. The Soviet Union will no longer be part of the Allied side and it will be hostile to the Western Allies. China will become a neutral country. All neutral countries will become balanced neutrals. The two sides will be Soviet and Allies. Play will continue in the same way it does during Scenario V, with the victory conditions being exactly the same as in Scenario V (see section 14.4). This option is intended for games in which different players played the Soviet Union and Western Allies (either human and AI or two distinct human players).

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## 14.4 VICTORY IN THE EAST VS. WEST OR POSTWAR CONTINUATION GAME

In scenario V (East vs. West) and in the Postwar Continuation game, the following Strategic Points in the indicated regions may be earned:

East Germany 2	West Germany 2	Austria 1	Bulgaria 1	Cairo 1
Caucasus 1	Czechoslovakia 1	Denmark 1	East France 1	East India 1
East Poland 1	England 1	Finland 1	Greece 1	Honshu 1
Hungary 1	Iraq 1	Istanbul 1	Korea 1	Leningrad 1
Manchuria 1	North Italy 1	Norway 1	Rumania 1	South France 1
South Iran 1	South Italy 1	The Low Countries 1	Vladivostok 1	West France 1
West India 1	West Poland 1	Yugoslavia 1		

Scenario V and the Postwar Continuation Game (see section 14.3.1) ends at the end of the Winter '48 turn. The Soviet player scores an Automatic (Decisive) Victory if they have 25 Strategic Points at the end of any Western Allies turn. The Western Allies player scores an Automatic (Decisive) Victory if they have 25 Strategic Points at the end of any Soviet turn. Otherwise, at the end of the Winter '48 turn, if the Western Allies player has 22 or more Strategic Points they will win a Marginal Victory. If the Soviet player has 15 or more Strategic Points, they will win a Marginal Victory. Any other case is a Draw. The Soviet High Water Mark is shown at the bottom right of the Strategic Map screen although this has no special impact on victory conditions. Production Levels are all shown as zero (0) and have no impact on victory.

## 14.5 NO AUTO VICTORY GAME OPTION

If this Game Option is selected at the beginning of a game, the game will **not** end early due to an Automatic Victory. The game will continue until one player no longer controls at least one region or until the game reaches the end of the Fall 1946 turn (Spring 1946 for Scenario IV, Fall 1948 for Scenario V and the Postwar Continuation Game).

## 14.6 NO END DATE GAME OPTION

When this option is selected, the game will not end until either one player no longer controls at least one region or Automatic Victory is triggered. If both No Auto Victory and No End Date are selected, the players will "fight to the death," with the game ending only when one alliance is completely wiped off the map. If this option is not selected, the last possible turn of the game is displayed near the Axis High Water Mark on the Strategic Map screen (for Total War it will display End: Fall 1946).

## 14.7 GAME SCORE

After a game is completed, both major alliances (Axis and Allies) will receive a Game Score. This is in addition to the basic Victory Level (Decisive, Substantive, Marginal, or Draw). This score takes into account the Victory Level, Difficulty Level, number of turns played, the build cost of units damaged and destroyed (both friendly and enemy), and the factories, resource centers, and regions owned at the end of the game. The higher the number, the better the score.

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# 15.0 THE SCENARIOS

## 15.1 TUTORIAL I – MOVEMENT PHASE

This Tutorial provides a quick way to learn the basic workings of the Movement Phase, which includes unit movement and combat. Most of A World Divided™'s action occurs here.

## 15.2 TUTORIAL II – SPECIAL OPERATIONS

This Tutorial provides information on special operations such as amphibious invasions, airborne drops and naval bombardment. It also includes information on spies, signals intelligence and security assets.

## 15.3 TUTORIAL III – POLITICS

This Tutorial provides information on the politics in A World Divided. Items such as Politically Frozen zones, neutral countries, Soviet and American War Readiness and random political events are explored.

## 15.4 TUTORIAL IV – PRODUCTION PHASE

This Tutorial provides a walkthrough of the Production Phase, including unit production and research. Without these tools, you won't have much to work with in your Movement Phase.

## 15.5 CAMPAIGN I – TOTAL WAR (SUMMER 1939 TO FALL 1946)

The full weight of World War II awaits your strategic planning and battle management. In this Campaign, the player may begin during the War's infancy and truly test their long-range abilities over the ups and downs of the coming battles.

If you take Germany, you are looking at a wide range of strategic options; the Japanese especially have a large layer of luxury to decide how they will, if ever, engage the Western Allies (China can earn Japan's wrath for a good two years). The Western Allies and the Soviets will have little to do but wait for the Axis hammer to fall...but where?

### CAMPAIGN START: WHO'S AT WAR

- Germany is considered to be at war with the Western Allies, the UK, the Commonwealth, Canada, France, and Poland (not the United States...yet).
- Japan is considered to be at war with China.

## 15.6 CAMPAIGN II – AXIS BLTIZ (SUMMER 1939 TO FALL 1946)

The Western Allies – and history's – worst nightmare is that Germany and Japan might have been a bit more prepared to wage total war in 1939. If this were the case, Axis bootheels might have trodden where they never did historically. With the capabilities presented here, will the Axis be able to take advantage of their position and knock out the Allies before their telling production advantages are felt? In this Campaign, the German factory multiplier begins at x3 and increases to x4 in 1942 or as soon as Germany is at war with the Soviet Union. Germany has more resources and population than in the Total War campaign, and both Germany and

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Japan have additional supplies at start. This assumes Germany ramps up it's wartime economy sooner, invests earlier in synthetic fuels, and mobilizes a greater percentage of it's population as well as recruiting larger numbers of soldiers from captured territories (represented by higher population in German Nationality territories).

## CAMPAIGN START: WHO'S AT WAR

Germany is considered to be at war with the Western Allies, the UK, the Commonwealth, Canada, France, and Poland (not the United States...yet).  
Japan is considered to be at war with China.

## 15.7 CAMPAIGN III – ARSENAL OF DEMOCRACY

### (SUMMER 1939 TO FALL 1946)

On December 29, 1940, President Franklin Delano Roosevelt of the United States broadcast one of thirty Fireside Chats, and perhaps the most famous one of them all. Entitled 'The Arsenal of Democracy,' it was a call to support European and Asian countries in their war with the Axis powers. The term itself came from Harry Hopkins, a senior advisor to the President. What this speech meant was a tentative step forward for the United States to embroil itself in the War by providing, for sale, equipment and munitions to countries fighting the Axis. If the United States could not enter the war, Roosevelt felt, they could at least support those that were already fighting Axis aggression. In this campaign the Soviet Union and the United States have more factories, resources, and population than in the Total War campaign, and all three Allied World Powers have additional supplies at start. In addition, one additional British Heavy Fleet and 3 additional British Light Fleets have been made Veteran.

## CAMPAIGN START: WHO'S AT WAR

Germany is considered to be at war with the Western Allies, the UK, the Commonwealth, Canada, France, and Poland (not the United States...yet).  
Japan is considered to be at war with China.

## 15.8 SCENARIO I – 1940 START (SPRING 1940 TO FALL 1946)

This scenario begins in the Spring of 1940, with Germany fresh off of the conquest of Poland and seeking to put France, Norway, Denmark, and the low countries under her heel of conquest. The Soviets and the U.S. portion of the Western Allies are Politically Frozen. The Germans and Japanese are in the best possible position for conducting offensive operations, as they have a plethora of choices they can make.

## CAMPAIGN START: WHO'S AT WAR

Germany is considered to be at war with the Western Allies, the UK, the Commonwealth, Canada, France, and Poland (not the United States...yet).  
Germany has conquered Poland, but is still considered to be at war with them.  
Japan is considered to be at war with China.

## 15.9 SCENARIO II – 1941 START (SPRING 1941 TO FALL 1946)

The Axis prepares to unleash a storm of steel against their largest rivals. Germany is ready to begin Operation Barbarossa while Japan makes preparations to attack Pearl Harbor and Southeast Asia. Germany needs to decide immediately if it wishes to attack Russia or go full

tilt against the Commonwealth (and as a result, probably waking up the sleeping United States giant). Japan's situation is similar – destroy China or go for the rich resources of Southeast Asia and other easy pickings across the Pacific?

## **CAMPAIGN START: WHO'S AT WAR**

Germany (and her allies – Italy, Rumania, Hungary, Bulgaria) is considered to be at war with the Western Allies, the UK, the Commonwealth, Canada, and Poland (not the United States...yet).

Germany has conquered The Low Countries, Norway, Yugoslavia, Poland, France, Denmark, and Greece – all of these Nationalities are still considered to be at war with Germany. Vichy France is neutral.

Japan is considered to be at war with China.

## **15.10 SCENARIO III – 1942 START (SPRING 1942 TO FALL 1946)**

Trying to recover from the crushing Soviet '41/'42 winter counteroffensive, Germany looks to a new Eastern Front offensive. Japan, fresh from recent overwhelming success, hopes to continue its expansion. While the Axis are strong, the Allies are stronger than they have been in the previous two campaigns; Russia will be no pushover for Germany, nor will the United States fall to Japan unless Japan makes no mistakes and gets very lucky. The odds are fairly even for both sides in this campaign. There are no remaining Politically Frozen zones except for the Eastern Russian zone as Japan and the Soviet Union are still not at war. Thus, the Japanese Manchurian Garrison requirement is still in force.

## **CAMPAIGN START: WHO'S AT WAR**

Germany (and her allies – Italy, Rumania, Hungary, Bulgaria) is considered to be at war with the Western Allies (including the United States), China, and the Soviet Union. Germany has conquered The Low Countries, Norway, Yugoslavia, Poland, France, Denmark, and Greece.

Japan (and Siam) is considered to be at war with the Western Allies, China, and all of Germany's conquered Nationalities.

Persia has been conquered by the Soviet Union and the Western Allies and is considered to be at war with both of these World Powers.

## **15.11 SCENARIO IV – START 1943 (SPRING 1943 TO SPRING 1946)**

In this campaign, Germany sees its initiative in Russia slipping away, while the Western Allies take aim at Italy. Meanwhile, Japan desperately tries to hang on to its gains in the Pacific against a growing Western Allies industrial capacity while fending off ferocious Chinese attacks.

## **CAMPAIGN START: WHO'S AT WAR**

Germany (and her allies – Italy, Rumania, Hungary, Bulgaria) is considered to be at war with the Western Allies (including the United States), China, and the Soviet Union. Germany has conquered Netherlands, Norway, Yugoslavia, Poland, France, Denmark, and Greece.

Japan (and Siam) is considered to be at war with the Western Allies, China, and all of Germany's conquered Nationalities.

Persia has been conquered by the Soviet Union and the Western Allies and is considered to be at war with both of these World Powers.

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## 15.12 SCENARIO V – EAST VS WEST (SUMMER 1946 TO FALL 1948)

The nightmare of generations of soldiers and civilians, both East and West, thankfully never came to be. The Soviet Union, however, wouldn't have very many chances to exploit what they thought of as a war-weary West, and are assumed to initiate hostilities in the middle of 1946, when the U.S. and her allies are in the midst of winding down from a war economy.

While the Soviets and her allies have an advantage, the Western Allies will have what they had during the War – superior production and research skills. Both sides must be careful where they commit and not try to overextend themselves too much...

### CAMPAIGN START: WHO'S AT WAR

The Soviet Union (and her allies – Poland, Rumania, Hungary, Bulgaria, and Finland) is considered to be at war with the Western Allies (including the United States). China is neutral at start.

## 16.0 A WORLD DIVIDED: INTELLIGENCE FILES

### 16.1 THE AXIS POWERS

The Axis World Powers are the hardest and in some ways, the most interesting Powers to play. The onus of winning the game by Automatic Victory or outlasting the end date is up to you. The initiative for the first turns is yours. There are many different strategies available for you to pursue, choosing the right one and sticking to it in spite of distractions will result in a win.

### 16.2 GERMANY AND HER MINOR ALLIES

This coalition begins the game with some envious qualities: interior lines of communication, an edge in several critical unit attributes (technological advantages) and most strikingly, a large unit pool from the very start. They are set to strike and can easily attack and occupy a host of their neighbors, including their old rival, France. The ultimate goal is to expand as far and fast as possible.

#### 16.2.1 GERMAN STRATEGY

Whatever plan you follow, a few things remain consistently important:

- 1) Abundant Resources (linked to your Factories by rail and sea.) The Germans must keep their ravenous Factories fed with Resource Points to provide the units, supply, and research points necessary to conquer, and ultimately to survive, the nearly inevitable counterattack.
- 2) The retention of technological superiority or at least equality well into the game.
- 3) A healthy balance of forces; there are very few unit types that should be completely ignored by a German player.

What follows below is a general guideline that holds true most of the time regardless of the specific war aims:

Secure Resources that you have automatic or easy access to, such as those in North Africa and Scandinavia. Without them, you will be hard-pressed to keep your Factories at full production.

Use Italian Fleets to secure the middle Mediterranean – put every Fleet possible there and be sure to cover them with air units, and it will be very expensive for the Allies to interdict Axis resources. Keep your Transport Fleet link to Sweden viable by protecting it with air and/or surface naval forces. Germany can also make an early seizure of Egypt both for its resource and Strategic Point value a priority and, if possible, move troops into the greater Middle East for even greater resource harvesting. When doing so, do not invade Persia, unless you plan to attack Russia immediately; this becomes a very exposed position that can be attacked by both an Unfrozen (read: able to attack you) Russia and the Western Allies (from India). If the Germans lose the Mediterranean, these troops are going to be isolated, so don't use any forces in this theater that can't be spared. Keep Egypt and Trans-Jordan garrisoned adequately and have artillery units and some air cover to protect them there to make amphibious attacks costly or impossible. You can't count on taking Egypt from a good Western Allies player without a major investment, but it is often worth a try, especially if you have a credible threat aimed directly at the UK at the same time.

In the frozen north, Norway isn't such a great prize; it requires a significant defense force to be a tenable position and the link to it through the Baltic Sea can be severed by a determined Allied opponent. Unnecessary attacks on neutrals hurt your chances of making trade agreements with other nations and speed the rise of US and Russian War Readiness Levels. If you decide to take Norway anyway, it can at least be put to use for its position in the extreme north to some advantage against Soviet and Western Allied shipping.

Italy is an important production region for Germany and should be vigorously defended; the four Factories and three Population Points there allow for plenty of Militia, Submarine Fleets, Supply, and Research Points without being too vulnerable to attack. Given the Italian Surrender rule (see section 13.1.2), do not let either Italian region fall to a Western Allied invasion. The consequences of a Western Allied presence south of the Alps can be devastating.

## 16.2.2 GERMAN RESEARCH

Germany is more or less a land power. As such, Germany should concentrate their Research Points where it will do the most good – on their ground units' Evasion and Land Attack attributes. Neglecting Submarine Fleet research is often a poor choice; German submarines will need at least a 3 Evasion and a 3 Torpedo attribute for their Submarine Fleets to have a strong effect on the Western Allies' Atlantic lifeline and to survive for more than a turn or two at sea. The Western Allies have plenty of Light Fleets and Air Units to hunt after them, so spreading Submarine Fleets out over a large area is the best way for them to block shipping and survive in the long term.

The ever-present priority in research is to increase the Evasion and Air Attack attributes of Fighters and Flak, as these units will soon form the cornerstone of your defense and be highly valuable units on the attack. It is also very useful to increase the Speed attribute (range) of Fighters to 2 or more. With the Rail bonus in the defender's favor, plenty of Tactical and even Heavy Bomber Air units are indispensable to damage/destroy them before a ground assault.

## 16.2.3 GERMAN SUPPLY

Germany typically doesn't have enough Supply to accomplish everything they want to do each turn. Since every Factory and Resource Point they capture (or anyone captures, for that matter) is immediately damaged, they will need many, many Supplies to repair them. Be careful, however, not to repair items that are not needed or will soon be recaptured by the enemy, as this wastes supplies.

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## 16.2.4 PARTISANS

Early on, the Germans won't notice much of a problem in this area, but once they are at war with the Soviet Union, Partisans will be a major concern. Use Militia units to garrison populated occupied regions, along with regular Infantry units when appropriate. Keep a close eye on the Partisan Value of each region and when you see that they have a value higher than your current garrison force, move in two Infantry or Armor units for every Partisan Point that exceeds your Militia unit garrison in order to reduce the resistance fighters back to their original level. If this is not done, they will begin to damage Infrastructure in the region (representing large-scale uprisings and sabotage.)

## 16.2.5 WAR AT SEA

The Germans likely won't win this one; the Western Allies start the game with an enormous number of surface Fleets. If the Germans are determined enough, it is possible to take a chance and attempt Operation Sea Lion to invade England if the Western Allies leave it inadequately defended, but this should not be counted on. Germany should, as always, look for any opportunity or open door that the Western Allies leave for them.

Use the Italians to keep the Mediterranean open for Resource Point convoys, but don't expect them to do much more than that. The Germans probably won't take Gibraltar, so those Italian Fleets (with the exception of the Italian-based Submarine Fleets) are stuck where they are. If the Afrika Korps does take Egypt, it can be highly effective to raid any Allied Indian Ocean convoy routes. German naval presence in the Indian Ocean should be mostly for cutting off Western Allied resources, but a major effort can be made if the Japanese are on the verge of conquering India and need a hand.

In the Atlantic, keep up the pressure with Submarine Fleets. A couple of these sent out each turn will keep the Western Allies player honest by spending research on anti-submarine warfare (ASW) and keeping plenty of Air units out on patrol over sea regions. Another tactic is to hold back until six or more Submarine Fleets are available; they have a strong chance to completely isolate the United Kingdom from its supply of overseas Resources. For this strategy to be most effective, the German player has to keep the Western Allies busy with other concerns until the German Submarine Fleet force is ready to head out en-masse. Single Submarine Fleets are vulnerable, but flooding the Atlantic with several of them can become a huge issue for the Western Allies. Carefully read the rule (see section 11.1.2) about non-military resource consumption to better understand the full implications of this.

Remember to "shoot and scoot" – i.e., disperse to attack multiple targets and then get out of range of Allied air units, if possible. You can also attack a Transport Fleet and then move into another sea region containing a Transport Fleet as this will force the Allied player to attack you there if they choose to move anything over that Transport Fleet (via Submarine Fleet Op-Fire). This will significantly reduce the number of Western Allies counterattacks (and therefore the number of German Submarine Fleet losses). As a trade-off, all this Submarine Fleet production does take away from Germany's ground presence. In the short term, it pays dividends, but Submarine Fleets can't fight the Soviet Union, and putting off an invasion of Russia until later because of a small land army may well spell very bad news for Germany. Stage any Submarine Fleets from France or other Atlantic-facing bases when possible; this gives the German player the option of leaving port, striking an undefended or lightly defended Transport Fleet, and then immediately returning to port to avoid reprisals and rearm their stock of torpedoes. This can seriously play havoc with the Western Allies, as they won't be able to effectively reply except by garrisoning the sea zones around England with tons of ships, which will likely leave the rest of

the Atlantic vulnerable. Keeping the Bay of Biscay area clear of Allied patrol aircraft with Fighters is essential for this to work smoothly.

Use Heavy and Light Fleets to pick off isolated Western Allies forces (a lone Transport Fleet here or a Light Fleet there), and be on the lookout for invasion buildups – the Germans might need to sacrifice their naval forces to buy time to reinforce with land units in vulnerable regions. You may also keep the Baltic clear by stationing Air and Artillery units in Denmark.

Be aware that if you make a serious investment and get your Research of Submarine Fleet Torpedo Attack and Evasion attributes to four or higher, you can really make Submarine Fleets tear Western Allies Fleets and supply chains to shreds, delaying an Overlord scenario indefinitely.

## 16.2.6 THE EASTERN FRONT

When Germany attacks the Soviet Union, they must have Rumania and preferably all of their Minor Allies actively participating and should hit hard, driving in as far as possible on their first move. Fixing rails and strategically moving as many units up to the front across those repaired rails immediately (remember that since each turn is three months long; lots can be done in that time) is a must. Damaging infrastructure in the enemy's rear, such as Rail capacity and Factories can be a vital part of success against this formidable land power. The Germans must destroy as many Soviet troops as possible early on, which takes a lot of good units and a lot of Supplies.

Turn two of the invasion will see a Russian foe with many extra Militia units to support the defense; you must be ready to roll over them in multiple directions. It's not easy, but it can be done. Using the Combined Arms Bonus is an absolute must to punish the Russians to the maximum while keeping your own casualties to a minimum.

There are many ways to go about attacking the Soviet Union. One is, when war with the Soviet Union comes – and it is a matter of 'when' rather than 'if' – concentrate Armor units in East Prussia. The Germans should try to capture Leningrad on their FIRST invasion turn. This will greatly aid the effort to unfreeze Finland and allow the troops there to take on Karelia & threaten Archangel. This cuts off Lend-Lease from the Western Allies (although other Lend-Lease is possible through Persia, which is one valid reason for an early grab of the Middle East). An alternative/concurrent method is to mass armor in Rumania and move to take Kharkov on the first turn. This can then lead to an early attack into the resource-rich Caucasus. Ideally, maintaining a strong posture which includes lots of Armor in both the northern and southern parts of the Soviet Union will force the Russians to attempt to defend everything. As the proverb goes; he who defends everything defends nothing.

In all cases, the Germans should try to move forward and take as much territory as possible. If playing against a skilled Russian opponent – especially one that can make a counterattack (check his supply level in the forces screen) during the first Winter turn – expect heavy counterattacks and to lose ground. Be careful about getting cut off on the first Winter turn; it is often a good idea to position large amounts of Supplies in the same space as your Armor units so that they can maintain the advance in the Spring turn, even when isolated. Keeping a few Heavy Bombers in the rear dedicated to airlifting Supplies can serve the same purpose. Tactically, if the Soviets build a large number of Artillery units, be sure to use your Air units to reduce their effectiveness, as Air units will target them first.

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One last point about the Winter rule: Consider timing your attack for either a Spring (because you will have three full turns to reduce Russian effectiveness) or Fall (because the Russian player will likely be reeling after the first turn invasion) turn.

If you reach the tipping point on the Eastern Front, (not enough forces on your side, too many on the other), look for a shorter defensive frontline (smaller frontage, more concentrated defense). Protect Rumania at all costs – you need the Industry, Population, and Resources for Supply, Research, and Militia units. Also, a Soviet opponent who controls Rumania is in a position to attack the core of your empire; a quick glance at the map confirms this.

Above all, damage Russia's ability to fight the war. Take territories that will deny them Resource Points and Factories; if Germany gets into the Caucasus, serious damage is done to the Soviet Union's war effort. As mentioned, don't get too distracted – keep an eye on the southern and western front...the Western Allies will come knocking soon enough.

## 16.2.7 ALTERNATIVE STRATEGIES

As the aggressor, Germany has the greatest ability to attempt alternative strategies. Instead of preparing for an early ground war with the Soviets, the German player could elect to build units to challenge the British Navy. This would involve construction of large numbers of Submarine Fleets (with high Research Point expenditure on them in support), along with ship killer aircraft (by researching their Torpedo Attack attribute or even producing Carrier Air units that will operate from land). Improving the Evasion and/or the Ship Attack attributes of Heavy Fleets would also help. Sudden Alliances, such as that with Spain, can open Gibraltar to a land attack and would greatly aid in the capture of the resource-rich Middle East. This would leave the British severely weakened and Germany could, in turn, face the Soviets with a much improved chance of taking them out. Again, as the Germans, focus on your goals but also be flexible enough to capitalize on weaknesses that appear unexpectedly.

Experiment with your own alternative strategies. By concealing your real intentions you will keep your opponent guessing as to what you intend, which may give you a head start in research or unit construction that can make the difference between victory and defeat.

## 16.2.8 DIPLOMACY

Ignoring this aspect of the game is a fatal mistake for a German player, as for each action they take, there is often a reaction elsewhere. Attacking balanced neutrals, or worse, attacking neutrals that are already leaning to your side, can have catastrophic effects. A perfect example of this is Yugoslavia; with a high volatility rating (6), they may seem like a tempting target for a Trade Agreement, but keep in mind that once they are on your side, you cannot attack them without distancing your other Balkan allies. It is usually better to wait for them to become Pro- or Allied-leaning (there is a Coup Event in the game (section 10.7) which makes this almost inevitable, and then invade as this often results in the other Axis-friendly neutrals in the Balkans shifting into full Axis Minor Allies. If you have intentions in the Middle East, nations such as Turkey, Persia, and Saudi Arabia become viable Trade Agreement partners. Once a Trade Agreement is made, the targeted nation shifts to your side, so, as in the case of Yugoslavia, be careful with whom you make friends, as you may need to invade that Nationality later. When compared to the Allies, Germany has a fairly limited number of potential trading partners, but the importance of your attacks on neutral nations cannot be underestimated as each attack on a neutral increases the United States' and Russia's War Readiness Levels; attacking a neutral that borders Russia raises their War Readiness Levels even more. There is no reason to do things that will make these powerful nations start producing with higher multipliers or go to war with the Axis any faster than can be avoided, so only attack neutrals when absolutely necessary.

## 16.2.9 SPIES AND INTEL

With all the supply gifts you will be receiving from Nationalities friendly to you at the beginning, a good opportunity to purchase Security, Sigint, and Spies is immediately presented. An early edge in all these areas can make a huge difference. Getting your Security level up to 15 or more will make it unlikely that your opponents will ever be able to see what's going on in your interior, as well as prevent the theft of your research. 15 is also a strong value for your Sigint assets; it virtually ensures that you will obtain the Sigint superiority combat modifier throughout the first part of the game. Purchasing Spies against specific opponents en masse is another way to obtain the research you are most interested in stealing; naturally the choice of target goes hand in hand with the strategy you have chosen. You may even find it useful to send spies against Japan if you have chosen a strong naval approach, typically, their security is not very high and you will be able to borrow (read: steal) important technologies such as a better Submarine Fleet Torpedo Attack and/or Evasion attribute and Air unit Ship Attack attribute. Keep in mind that your Spies must outnumber another power's Security in order to obtain regular results, so sending as many Spies as possible to a specific World Power is the most effective way to steal technology and reveal enemy research and production levels.

## 16.2.10 SUMMARY: GERMANY

Germany is NOT invincible – they will become seriously outnumbered at some point (barring outrageous early successes). Choosing the timing of the inevitable attack on the Soviet Union is one of the most important decisions that will have to be made. Don't attack Russia until you are prepared, with plenty of units and Supplies built up on their border. Consider coordinating an attack on Russia with a similar move by Japan. An East/West double offensive on the Soviet Union can be a powerful strategy. Amphibious invasions at vulnerable points can be expected, so keep coastal areas garrisoned with Artillery, Flak, and/or Fighter units if possible.

Germany should pick their battles; for the first couple of years they can concentrate forces. After that, they will be forced to deal with an ever-lengthening list of threats from multiple directions. Again, Resource Points are the key – if Germany can keep her industries humming, they have a chance. Otherwise, they will be swallowed up by the rising tide of Allied production.

## 16.3 JAPAN

Japan's position vis-à-vis that of the other World Powers in the game is one of numerical weakness and a scarcity of resources. It will usually be considered as the 'best supporting actor' to Germany's lead role in the war. Since this game incorporates more historically accurate factors (such as Population/Resource-driven unit production) than other (less complicated) global wargames, it only stands to reason that Japan will not be a production dynamo. However, Japan is a lot of fun to play. Getting Japan up to a production level of 25-30 is very rewarding, even if it is dwarfed by Germany's 50 or the Western Allies' eventual 100.

### 16.3.1 JAPANESE STRATEGY

Japan's position is one of balance – balancing possible gains versus losses. The United States provides Japan with free Resource Points (see section 11.7) each turn, so they should ask the question: is it worth attacking inland China for its Resource Points and thereby losing the free ones? Japan has choices to make, and most are rather critical: when to attack the Allies/Russia, what force mixture to focus on, and how far they want to take their first attacks (i.e. how much of a limb they want to go out on). An invasion of Hawaii, for example, can be a deadly blow to the Western Allies player, but may detract from your success in the drive for the resource-rich Dutch East Indies area.

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Japan can use 100% of their airpower to bomb Chinese ground units and infrastructure before attacking Pearl Harbor; this will significantly weaken the Chinese as well as increase the number of Veteran and Elite Air units you will have when the time to attack the Western Allies comes. The Japanese then must balance their Supplies; they can't afford to run their Fleets all over the map as they need to keep those Supplies to rebuild what they capture.

The first land objective should be to take China's coastal regions. Do not go inland – yet. Build up Transport Fleets and Infantry/Artillery units so that when Japan makes their move, they can take Burma, Malaya, the Dutch East Indies, and the Philippines in one or two moves. Japan should then position Air, Artillery, Flak, and Infantry unit combinations on some islands to make it harder (Interdiction Points build up on enemy Fleets as they pass the islands you control, which will hurt the Western Allies when they do move in (and they will)).

Depending on how things go, attacking into India and/or China may be a viable option. China requires a large Infantry force to due to the number of Partisans and Militia that will generate there. Be sure to use Militia as garrisons in “safe” regions to free up Infantry units for further attacks. The same attention must be paid to Partisans that Germany does, perhaps more so, since repairing damaged Infrastructure will take away from their already very scarce Supply stocks. A brief reference to the map shows that once you control Kunming (directly south of Chungking), the Factory, Resource, and Strategic Point-bearing region of Eastern India is but two turns away by ground movement. Taking this and then Southern India could lead to an Automatic Victory for the Axis if Germany is doing well AND you have already secured and repaired the resources in the DEI. Even if you do not intend to move into India from this position, you may oblige an Allied player to build up a defense force there that could be desperately needed elsewhere.

Do not ignore Australia; occupying it is worth Resources, a Factory, and six (!) Strategic Points. Capturing this region could also result in an Automatic Victory.

Attempt to build up enough Supplies to rebuild captured Resources immediately. Move Fleets only when needed, or move them only within the one-Supply-Point-per-move limit (six Movement Points), as they eat a large amount of Supplies; some Tactical movements are of course necessary, depending on the player's ambitions, such as Pearl Harbor or in seeking the glorious “decisive battle” with the United States' Carrier Fleets. Keep in mind that you can gain a huge advantage in any such battle by using your Carrier Air units in land attacks against China in the early phases of the game to give them a good chance of becoming Veteran or even Elite units. The difference is readily seen in any sea battle with close to even odds.

To prepare for all-out war, put at least 100 Supply Points as well as four Militia, three Infantry, and three Artillery units with ten Transport Fleets to carry them into attack positions in French Indochina and the Palaus beforehand (perfect bases for such a move) to prepare to capture the Resource Points in the Dutch East Indies/Borneo/Malaysia regions. With this force in place, these resource-rich regions will be in Japanese possession and decently garrisoned within two turns. You can accomplish the grab with fewer units and can even pull off the whole operation in one turn, but either course of action will require many more Transport Fleets. Very important: If the 100 Supply Points are not propositioned, Japan is not truly ready to declare war.

Until the Chinese build sufficient Flak and/or Fighters to cover their forces, they should be hit hard with Air units alone before taking on Pearl Harbor. Also, the coast of China should be taken to add Resource Points and link forces in one continuous front across the Asian mainland. Do not let Chinese forces build up in strength if it can be avoided, as Japan will have to face them later on. Once China has sufficient Flak unit potential to make Japanese air attacks expensive,

it's probably time to stop. One of the most effective ways to shut China down completely is to damage all of their Factories immediately. You can then go about the business of destroying their Rail capacity both to inhibit their ability to shift units and to remove the defender's Rail bonus (and of course help make Japan's Air units Veterans or Elites).

Once the Factories are gone, there will be no further Supplies coming in for them to rebuild, unless the other members of the Grand Alliance (i.e. the Soviet Union or the Western Allies) decide to sacrifice their own preparations to help them out. Once this is accomplished, redeploy your Air units to where they can assist the attack south by Strategic Movement (never Tactically move them unless Strategic Movement is unavailable, or they are needed for an attack), as this costs no Supplies. Obviously, when Japan attacks with land units in China, they should do it with overwhelming force so that no Chinese units escape. If you plan to make a drive inland, be sure to put at least one Armor unit in production at the very beginning of the game, so that you can use the Combined Arms bonus against the Chinese; this will maximize their casualties. Gaining space and letting the troops get away is not the best exchange.

When it is time to attack the Western Allies, move the Japanese Carrier Fleets to within two Movement Points of Pearl Harbor (Hawaii) and have your Submarine and Light Fleets ready to cut the Allied Transport Fleet chain to Australia, it's best to strike the Frozen Western Allied Transport Fleets on the first turn of the attack to prevent them from turning tail toward ports. Make sure your Carrier Task Force has either a Transport Fleet loaded with adequate Supplies to fuel it for the attack and subsequent repositioning, or a Transport Fleet chain that can bring in the needed Supplies from the Japanese homeland. Take advantage of the first turn Supply expenditure to launch an airstrike on Pearl Harbor and then move the Japanese Carrier Fleets to their starting point for turn two (this may be south to threaten Australia, west to menace India, north to safe waters in Japan itself, or even east towards the United States to get ready for a carrier-to-carrier showdown with the remnants of the US Navy's Pacific Fleet. With your ground invasion force primed in French-Indochina and the Palaus, the Allies have a very ugly picture presented to them.

Deciding what do to with your Heavy Fleets is one of the toughest choices to make: do you combine them with the Carrier Fleets to form one mighty Fleet in anticipation of a climactic duel with the US Navy, or do you use their shore bombardment abilities to support the island-grabbing in the southern resource areas? It's up to you. Keep in mind that they are highly vulnerable to air attack, so be sure to either keep them out of range of enemy Air units or place fighters on CAP over them when necessary.

It cannot be stressed enough how important Transport Fleets are to Japan. Being locked away from Resource regions by the ocean makes Japan's only choice for bringing them in by using large numbers of Transport Fleets. As it was in the real World War II, these vital lifelines are extremely vulnerable to Allied attacks and should be protected at all costs. Transport Fleets are relatively inexpensive when compared to other Fleets, so having a few in the production pipeline to offset possible future losses is a very wise investment. Of course, if the rest of Japan's Fleets are sleeping with Davy Jones, protecting them is a moot point. Get your Kamikaze program in full gear if that is the case.

## 16.3.2 JAPAN AND THE SOVIET UNION

One potential strategy is for the Japanese to coordinate with Germany in launching a simultaneous attack on the Soviet Union. If Japan takes this strategy, war with the Western Allies should be postponed as long as possible. Japan should build a strong Infantry army and send it deep into Siberia, with the hope of meeting up with Germany in the Urals. By researching

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the Infantry Attack attribute, Japan should have enough forces to fight off those units that the Soviets can spare to send against them. Japan can repair the Resources in Siberia, repair the Trans-Siberian Railway (for quick redeployment of troops), and prepare for a Fall 1942 attack against the Western Allies. Of course, China must be neutralized, or you can expect a Chinese counteroffensive to begin as soon as Japan attacks the Soviet Union. Even if the Soviet Union is not attacked, your German Ally will thank you if you maintain a large garrison in Manchuria in order to pin down Soviet units in Siberia.

## 16.3.3 JAPANESE RESEARCH

Watch the research being done by the Western Allies. If they are researching their Submarine Fleet Torpedo and Evasion attributes, be sure to research the Anti-Submarine Warfare (ASW) ratings of the Japanese Light Fleets, Heavy Bombers, and Carrier Air units. If the United States is ever in possession of a large number of technologically-advanced Submarine Fleets, you're going to have a very serious problem on your hands. It is a virtually a given that the Western Allied player will use this tactic to shut you down, so start your ASW research immediately. Since you have so few resources to commit to research, attempt to identify a select group of unit types that will prove useful for your planning. If you envisage significant operations against Russia, China, or India, an investment in Evasion and Land Attack for your Infantry and Artillery may well pay large dividends. Improving your Carrier Air Groups' Evasion, Air and Ship Attack is usually a good idea since they are so mobile and because you start the game with a significant number of them.

## 16.3.4 ISLAND GARRISONS

Island garrisons prevent easy Allied movement into or through the surrounding sea regions to attack Japanese Transport Fleets. These Japanese island outposts, if held by an Air unit, will Op-Fire at enemy surface Fleets moving by. Also, garrisoning islands means denying their use to the Allies, as the Allies will almost certainly try to bring their airpower into undefended islands to hit the Japanese homelands and sea lanes.

## 16.3.5 ALTERNATIVE STRATEGIES

Keep in mind that Western Allies players often think of the Continental United States as untouchable; this is untrue. Ask the Germans to position their forces in such a way as to reveal the number and location of Western Allied ground forces, then deduct this number from the info displayed on the Forces screen. If you come up with a zero, this means that continental United States is not defended, thereby making a landing on the West Coast of the United States not only doable, but a true game changer. Make sure you have the necessary Transport Fleets to achieve this, ready to go at the last moment. Simply occupying the Southwest USA region for one turn will set the Allies back several game turns as they scramble to repair the damage and replace all the lost production in the Factories there. Choosing this method will require the use of all of your Carrier Air units as well as several Light Fleets, so only attempt this if you can be certain of success (since your operations against the DEI and Pearl Harbor will be delayed.)

Another tactic to mention is the mass production of Submarine Fleets. Getting their Evasion attribute to three and their Torpedo Attack attribute to four is easily done and can be devastating to a Western Allied Player, who is hopefully already having trouble containing the German U-Boat threat.

## 16.3.6 DIPLOMACY

Japan does not have any trading partners except Siam, which usually leans Japan's way on its own after the Germans conquer France and Indochina becomes a Japanese territory. Your only

concern in this area is the issue of the Resource Gift from the United States and the associated elevation of their War Readiness Level if you advance into China. It is almost always better to delay an inland advance until after you are already at war with the Western Allies.

## 16.3.7 SPIES AND INTEL

You may wish to raise your Security level a bit to prevent the theft of technology and the revealing of your interior, but this eats into the scarce Supplies that Japan has access to. Unfortunately, this area is usually too expensive for the Japanese player to really get involved with.

## 16.3.8 SUMMARY: JAPAN

If you produce wisely and have decent luck getting your Air units up to Veteran or Elite status, you can count on walking all over the Allies for one or two turns; after that, the sleeping giant will awaken and you'll be hard-pressed to hold onto what you have so recently gained. If possible, keep the strategic initiative by threatening the Allies where it counts: the Strategic Point regions of India and Australia. As soon as you shift to a defensive posture, the Allies will begin to set up a ring of steel around you and the slow process of attrition will begin; because of your limited Population and Resources, this is not a contest you can win. If you are conservative with your Carrier Fleets, they will survive for many turns and help keep the advancing Americans at bay. Once they're gone, though, they're gone, and you will never be able to replace it.

## 16.4 THE GRAND ALLIANCE

Usually, all three Allied World Powers will join the fight on the same side against the Axis. Unless the players controlling Russia and the Western Allies plan to go at it after the Axis are defeated, it is best if they cooperate fully and put aside each's particular concerns and work together to bring about this defeat with all haste. This often means sharing supplies and even attacking Neutrals in order to accomplish the Supply transfer itself or making costly attacks with the aim of drawing enemy forces away from a particular front. As was the case historically, Russia is often in dire straits for the first six turns after Barbarossa kicks off (a year and a half) and a strong diversion made by the Western Allied player can often greatly help to improve their situation. Russia may also need to make a reckless and headlong rush at Berlin late in the game to free the Western Allied player from their European commitments so they can more fully focus on the destruction of Japan. China, while fairly weak, can also be used to support the other World Powers as needed. A healthy spirit of teamwork can go a long way toward making a swift (and Decisive) victory a reality.

## 16.5 THE SOVIET UNION (RUSSIA)

The Soviet Union is a difficult World Power to play, as it lives or dies by what the Axis decide to do. If it is singled out early as a glutton for punishment, they may well not survive. As much as Japan, playing Russia is a challenge of balance, only made harder because you often have to guess at Axis intentions, while Japan skates by following its own timetable. The following are some ever-present features for the Russians to concentrate on:

Keep an eye on the Land Attack and Evasion attributes of Axis land units; if they rise, so must yours. A mass of technologically-inferior Infantry/Armor/Artillery will not slow the advance of well-equipped Axis troops, in fact, providing the enemy with easy kills will in fact have an opposite result, as their units will become Veterans and Elites even faster.

Do not neglect your air defenses; Axis players with decent Heavy Bomber strength and Speed

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(range) can wreak havoc on your interior when they choose to attack you, making it difficult, costly, or even impossible to shift your heretofore largely Frozen units into a position where they can resist the advance. A combination of Flak and Fighters concentrated around your Factories is best initially. Ultimately, you will need to be able to launch airstrikes of your own, so be careful not to cede air superiority to the enemy all across the front.

Your border regions can be expected to fall on the first invasion turn; do not put or keep anything there you cannot afford to lose, and never keep high-value units (Heavy Bombers/Armor units) in these regions unless the enemy is fully engaged elsewhere and you are counting on surprising them with an attack of your own. Even then, moving these units forward will send a clear signal to the Axis that you are about to reach War Readiness Level (X) and unfreeze, as this may well spoil your plans for an easy grab of Rumania or Western Poland.. Be prepared to strategically move all the Factories on the border to somewhere safe in your interior if you are given the chance, as these will become immediately necessary in order to repair the masses of troops you will have damaged in the beginning and become equally useful if you get the upper hand and want to prevent a stubborn German player from holding out to the end date. By this time, you will have adequate Resources to run all Factories at full production capacity. Be sure to put any moved Factories in regions containing a Population Point; if not, they will not be able to build units.

## 16.5.1 SOVIET STRATEGY

Put Armor units into production in Moscow and Kharkov/Rostov on the first turn. Sometimes putting the Heavy Bomber on Hold until you reach production multiplier 2 and then releasing it is the best way to go about this as you will need the Armor units very soon after an Axis attack and the Bomber will be useless before this time anyway. Moscow is an excellent place to keep a substantial armored reserve because of its central location and importance to hold onto. It is often wise to increase your units' Technological attributes before you begin mass-producing them, as the more of a unit you have (the cost increases one point for every five units you have over five), the more costly and time-consuming it is to increase their technology. Below are a few very specific details to keep in mind:

Regarding Lend-Lease, if possible, request some Supplies from the Western Allies if Norway is not occupied; the risk is fairly small and the benefits of a single Transport Fleet loaded with supplies at a critical moment can often make a very significant difference. If the Arctic route is blocked or is in danger of being cut, an overland route exists for the transfer of Lend-Lease supplies through Persia. Because this generally requires a declaration of war upon a neutral and can distance some of the Nationalities friendly to your side, this option is a last resort. Lend-Lease can be a two-way street; sometimes it is necessary to keep China going by giving them a few Supplies to keep their Factories in good repair, or even the Western Allies if they need help holding India.

The first turn of an attack upon your territory by the Axis is invariably very damaging to the Communist cause, but do not despair; several opportunities for a rebound await you.

First are the Militia units (two per Population Point) that automatically appear at the end of your Production Phase. Whenever feasible, recapture territories that have a Population Point on the first turn in order to receive these free units, as they only appear in regions that you control at the end of your Movement Phase. Do not overextend yourself or put valuable units in harm's way when doing this, as a few militia are simply not worth it.

The second is the first Winter turn after the invasion. The most critical thing to watch out for is to have enough Supply to be able to make counterattacks on the turn, so be sure to build plenty of Supply Points (50 or more if possible) on the Fall turn after an invasion, even if this means putting needed unit replacements on hold or a temporary slowdown on research. Even if you do not counterattack in the Winter, if the German player sees that you are well-supplied, he may pull back significantly, thereby buying you more time before the next round of rough combats. If the German does not pull back and you planned things sufficiently to be well supplied, then strike as hard as you can, in as many places as you can. Attempt to isolate enemy Armor units by encircling them; two spaces deep is best. Without Supply, these tanks aren't going anywhere during the German turn and can be decimated at a time of your choice later on. Be aware that any decent player will make every attempt to rescue pockets such as these, including breaking through encirclements and repairing Rail capacity to bring in Supplies.

Key geographical concerns and priorities include Leningrad, Moscow, Kharkov, and the Caucasus. If you can hold all of these regions, you'll be in good shape, even if the enemy passes around them. Leningrad is a fortress and requires many attacking ground units to capture it. Be sure to always keep a few Supply Points in Leningrad since it is relatively easy to isolate. It also makes a great base for Tactical Air units to harass the German's sea link with Scandinavia. Start building ground units here from the beginning of the game to make an easy capture on the first invasion turn less likely. Moscow is extremely important for many reasons, as it has Population, Factories, and a Resource Point; its loss is usually the signal for imminent defeat. Typically, it will be the target of German airstrikes unless it is well-defended from the air by Fighter and Flak units, so be sure not to neglect this region's air defenses. Kharkov is a key pivot point to hold on to, as losing it opens a Pandora's Box of problems and its retention is a threat to Rumania. Concentrate your southern defense on Kharkov as you fall back from the initial attack.

The Caucasus contains nearly a quarter of all your Resources, so do everything possible not to lose it. Having these Resources damaged by unmolested Heavy or Tactical Bomber units is almost as bad, so keeping some Fighter units here is not a bad idea, nor is putting Fighter units on CAP over the Eastern Black Sea.

Always attempt to negate the German's Combined Arms bonus by keeping Tactical Air and Armor units close to the front, in order for them not to be decimated easily; keep some Fighter units with them for protection. If you can, try to eliminate the German's ability to use the Combined Arms bonus by destroying their air support; this is very difficult to do in the beginning but over time and with the right unit builds on your side, this will become easier. Getting your Fighter unit's Speed attribute up to two is a must.

Key areas to research are your Infantry, Tank, and Artillery Evasion and Land Attack attributes. Keeping your Fighter units modern is almost always a great benefit; unfortunately, these and the ground units are the only areas you can afford to research in the beginning. There is usually a point in the game when you can afford more, at that time, improving your Tactical Air units is a good course to take.

## 16.5.2 INTEL/SPIES

Your easiest target for Spies is Japan, they will provide you stolen technology for certain key units like fighters and usually do not have the funds to raise their Security adequately. Keeping your Sigint level superior to that of the German player can be invaluable but is often expensive, so unless you have an idea that superiority is possible, don't invest there. Your Security level starts out high and is not too expensive to maintain at that level; a purchase to increase this from time to time is relatively innocuous and can be useful in reducing German Sigint effectiveness.

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## 16.5.3 DIPLOMACY

Norway and Turkey are both great Trade Agreement partners for the valuable Resources they provide, but have several drawbacks: they are not very volatile (three and two, respectively), so getting them to lean your way often results in a German declaration of war against them and can be a real money pit if you don't get lucky right away. It is often best to attempt a Trade Agreement with Turkey once per year; do not get sucked into trying this every turn out of frustration, as it is not worth it.

## 16.5.4 SOVIET UNION SUMMARY

Concentrate on your defenses – you will likely suffer a terrible invasion in the Spring 1942 turn, if not before. Since you never can tell what the Axis player will do, do not lose sight of the possibility that they will attempt a delay strategy vis-à-vis you and may well miscalculate the level of your War Readiness. In this case, be sure to have some offensive potential in the form of Armor and Tactical Bombers available for a first strike. When doing so, try to take Rumania immediately and then reinforce it with everything available. Once you control Rumania, you hold a dagger to the German's heart that they cannot ignore.

## 16.6 CHINA

China is unlikely to be the first choice of any player given their limited production capacity and vulnerability to Japanese air attack. Having said that, China is a decent power for a new player to learn the basics and, in reality, there is little chance China will be conquered unless Japan goes all out to destroy her (or if Germany overruns Russia, in which case a whole new can of worms is opened).

### 16.6.1 CHINESE STRATEGY

If you are given the opportunity to desert the coastal regions, do so. The Japanese player is ill-advised to chase you inland. Typically, they will strike your infrastructure and ground forces from the air for at least eight turns. Concentrate your Flak and Fighter units in one or two regions that contain a Factory for maximum defensive effect and accept the inevitable losses everywhere else. Be sure to put some Flak units into production on the first turn (along with one Research Point to bring your Infantry up to a Land Attack attribute of six). If you get lucky, one of your protected Factories may last long enough to actually produce the Flak unit. You may need some Supply from Russia to keep your Factories repaired, but don't count on much, as the Russian has other things to worry about. With a conservative policy maintained over many turns, you may get a chance to counterattack the Japanese when it really counts, such as if they attack Russia and pull forces away from your front to do so. Once the war swings in the Allies' favor, you can make important contributions to the defeat of Japan by taking on Manchuria or even overrunning air bases. In the early phases of the game, attempt to draw Japan into violating the inland areas (those not adjacent to water) which will cause them to lose the free Resource Points from the United States and will cause Chinese production to increase.

## 16.7 THE WESTERN ALLIES

As was historically the case through the Anglo-American summits and Joint Planning Staff, the combination of Great Britain, France, and the United States into one Power gives the Western Allies player an advantage through a combined production, military (ability to share the same space-can stack and move together), intelligence (sharing of "Ultra" and "Magic" intercepts), and diplomatic effort. They represent the "Good Guys" and give a great feeling of satisfaction when a win is achieved. Getting to that win largely consists of three distinct phases:

Losing great amounts of territory/units, but facing homeland invasion and economic isolation threats successfully.

Regaining equality with the Axis powers after the above has occurred.

Smashing Axis defenses in a final drive for their capitals.

If any of these three phases are not managed well, a win is unlikely. It is usually best to play very conservatively through all three phases as a major mistake can give the Axis a turn or more to hold out in the end.

## 16.7.1 FRANCE

Unless the German player is very unskilled or too daring, France is going to fall to the Germans in Spring 1940. Before this happens, there are a few important things to take care of.

Position strong forces in Eastern France so that if the German player is too bold and invades the Low Countries in Fall 1939 with inadequate strength, or leaves Western Germany underdefended, you have the ability to strike back. The loss of Western Germany is virtually a game-ender for the German player. Similarly, a weak occupation force in the Low Countries provides a highly worthwhile object for a counterattack. Most of the time, neither of these opportunities will present themselves, but if they do, be prepared to take advantage of them.

Generally speaking, 30 Supply Points will be required, so be careful not to spend too much out of this available pool before Winter 1940. Any French casualties sustained in such moves are write-offs anyway since after France falls, the vast majority of French forces disappear. Landing a sizeable contingent of British land and air forces (the historical BEF) will greatly aid these endeavors, even if they are only used in a defensive role in Western France. Be sure to have adequate Transport Fleets available to evacuate the BEF (including air cover for them) in Winter 1940; they will probably not be capable of slowing the fall of France at that point and are too valuable to lose. Later on in the game, France can be liberated (thus rejoining the Western Allies). Once France is recaptured, it can become a rich new source of Population to build ground units at a time when Allied populations cannot keep up with the large production. For this reason, once Western France is captured, be sure to repair at least one Factory immediately.

## 16.7.2 BRITAIN (COMMONWEALTH)

Britain's choices and responsibilities are numerous; there are plenty of places to defend and maintain forces in – the Mediterranean theater, Britain itself, India, Australia, and perhaps the most important of all next to the retention of the home islands, the sea lanes connecting Britain to its overseas colonies and allies. After securing the United Kingdom, they should prop up the defenses in the Atlantic versus the Axis submarine threat, then beef up the Mediterranean theater. You generally have more time to focus on the defense of India and Australia, so they can be covered last.

## 16.7.3 THE BATTLE OF BRITAIN

Check the Forces Screen every turn and count the number of German Transport Fleets, as well as Air and Airborne units; these usually indicate whether or not the German will try a landing in Britain. The principal key to the defense of Britain lies in its Fighter units; with a strong fighter force, the UK can count on avoiding the nasty effects of a successful Sea Lion attempt. Without it, well...you get the idea. Obviously, Artillery and other ground units are also needed to ensure

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safety. After Italy activates, the number of Transport Fleets indicated on the Forces Screen will fluctuate greatly, and will be an aid in determining where the enemy Transport Fleets can be found with a submarine force stationed around the home islands. You can use it to scout the German coastline and obtain intel as to what lies inside their ports. You must also regularly check the Unit Intelligence Screen; if the German has attained an Amphibious Capacity attribute of five, an invasion can be attempted with only two Transport Fleets.

## 16.7.4 THE BATTLE OF THE ATLANTIC

Use Light Fleets to screen your Transport Fleet chain from German Submarine Fleet attack and consider basing some tactical air forces on Iceland where they can fly CAP over the entrances to the North Atlantic. If Portugal joins your side, the Azores also make a fine mid-Atlantic air base. The main idea is to force German Submarine Fleets to sustain Op-Fire when entering into your milieu of Transport Fleets, and hence, become less effective or better yet, useless.

After they have passed through your CAP screen and made it into the Atlantic proper, hunt them down with everything you have before they get a chance to rebase to Western France. For Britain, the only good U-boat is a dead one. If you happen upon a cluster of German Submarine Fleets, attack them first with everything available as such a grouping will suffer a stacking penalty not normally available for you to take advantage of. Always spend the maximum allowable number of Technology Points on your Anti-Submarine Warfare attributes until you get three unit types up to level two. Typically, Light Fleets, Tactical Air, and Carrier Air units are your best ASW performers initially; later on, Heavy Bombers can make a significant contribution with their greater range.

If you have attained an ASW attribute level of two and you've seen that the German player has not upgraded their Submarine Fleets to Evasion attribute level three, you can relax a bit on this. If, however, they have upgraded to three, you must raise your own level as high and as quickly as possible, as once the German Submarine Fleets attain an Evasion attribute of four they are almost uncatchable. Maintaining Gibraltar as an ASW air base is vital to maintaining control of the Atlantic; never leave it vulnerable to a sea landing. If you suffer the misfortune of watching as Spain activates as an Axis minor, there is almost nothing you can do to prevent the loss of Gibraltar, so do not throw away units in a vain attempt to hold onto it. Move your Transport Fleet routes as far to the west as possible (out of easy Air unit attack range) and accept the inevitable losses from freely-moving Italian Submarine Fleets. When producing, think of building a healthy reserve of Transport Fleets and keep them safe in a British or Canadian port; also, do not put the British Carrier Fleet on hold and do build a Carrier Air unit to go with it. Carrier Fleets with attendant Carrier Air are a very effective means of waging ASW. Tactics tip: when a German Submarine Fleet has chosen to share a sea region with one of your Transport Fleets, attacking it with Air or Light Fleet assets will "drive it deep" (a condition that is represented by a bar over the Submarine Fleet where Suppression Points are normally seen to accumulate.) You may then transfer units or supplies without fear of Interdiction.

## 16.7.5 DEFENDING THE EMPIRE

Keeping a grip on the sea outlets from the Mediterranean largely hinges upon control of Egypt and Gibraltar. Defending Egypt indefinitely from a determined Axis opponent is almost impossible, so be prepared to fall back to a secondary position in Italian East Africa; this region still controls the straits leading out of the Red Sea and so can provide a base for Op-Firing Air and Artillery units. Malta has a critical location in the heart of the Mediterranean but can be isolated quite easily by sea or air forces, so keep a large Supply reserve there if you plan to use it as a base to interrupt Axis movements toward North Africa. Farther east lies the jewel of the British Empire, India. Since this region is of great strategic importance (3 Strategic Points),

defending it is always worthwhile. This can be handily accomplished with minimal forces because it is separated from the rest of Asia by a neutral Persia, the Himalayas, and rough terrain to the east. Generally speaking, one Artillery and one Infantry unit per region are enough to resist a landing, as more units in Eastern India will be required if the Japanese have significant land forces in Kunming.

Australia is also a critically important area to retain control of, but far more difficult to hold since there are so many places to make a landing upon it. It is not likely that you will ever have enough troops to guard all the landing beaches, so it is generally best to concentrate the defense in the port regions of Sydney and Melbourne. If you have enough strength to do so, place a few units in the outback (the center of the continent.) From here, ground units can isolate advancing attackers from their bridgeheads; a Heavy Bomber with a Speed attribute increased to four can lash out at Japanese Transport Fleets while remaining fairly safe from counter-strikes. In order to not to let Australia be cut off from the rest of the Western Allies, a double line of Transport Fleets or even a chain of them that stretches along the extreme southern border of the map edge and links with South America can be used (this is often overlooked by a Japanese player when Fog of War is turned on.)

## 16.7.6 THE UNITED STATES

Typically, this nation has to sit on the sidelines for nine or more turns before becoming actively involved in hostilities. That said, the United States can pitch in its industrial might into the effort of keeping Britain well-supplied and technologically viable as early as Winter 1940. Early efforts should be made to increase naval Fleets (especially on the West Coast) to be ready when Japan attacks; typically, this can be done by building a few Carrier Fleets in the Southwest USA region with some Carrier Air units is a sound investment. Apart from that, you can use almost all of your production capacity on Research and Supplies for a badly outnumbered Britain. It behooves you to keep a strategic reserve of 10+ Supply Points in North America for contingencies, as other nations and World Powers may need quick resupply in a pinch. Keep this reserve in the Central USA region, both because it is impossible to seize in a single turn and also because it will keep almost all the other continental United States regions supplied in the unlikely event that an amphibious invasion is attempted.

## 16.7.7 THE WAR AT SEA

Japan is a formidable sea power and as such, will present the most difficulties to your navy (unless German U-boats are running wild in the Atlantic). It is often best to move your existing Heavy Fleets from your east coast through the Panama Canal to support the Pacific theater, as doing so will provide additional protection for your Carrier Fleets and will prove very useful when amphibious landings are needed.

On the subject of Carrier Fleets, keep them under an umbrella of land-based Fighter Air units and backed up by plenty of Light Fleets whenever possible, as they will always be target number one for the Japanese and take a long time to replace if lost. Large numbers of Submarine Fleets (ideally with an Evasion and Torpedo Attack attribute of three) are the best way to isolate Japanese Factories from their conquered raw materials in the southern Pacific and are relatively inexpensive to produce as well as being fairly independent of supply sources.

In this game, War Plan Orange usually makes the most sense – a drive across the Central Pacific aimed directly at the Japanese home islands makes for the fastest victory (vindicating Nimitz). A few island bases (the Marianas and Bonins are ideal locations) can and should be amphibiously invaded along the way to provide basing for aircraft and Supply stockpiles. Note that the Pacific is vast and you too require a Transport Fleet link to supply centers, so leaving behind a second,

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smaller Fleet with good surface and ASW capabilities can be very helpful if Japanese Submarine or Light Fleets turn up to spoil the show.

## 16.7.8 BOMBING THE REICH

As soon as the immediate dangers have passed and when Germany has turned its wrath upon the Soviets, switch from a defensive posture to an offensive one. Guessing which stance you should take is critical and the German may throw some curveballs at you yet, so be sure to have both offensive and defensive unit builds in the Production Spiral until you are 100% certain you are out of the woods.

The easiest and fastest method of making your unfriendly presence felt toward the Germans is by using airpower. Make the choice early on whether or not you wish to focus on destroying units or Infrastructure, and if Infrastructure, then there is yet another choice to make: which type of Infrastructure is to be your main target? Different aircraft types have different abilities versus Infrastructure (see section 8.7.1) so it is important that you have an idea three or four turns in advance.

To be effective in the sky, you must first gain total air supremacy. In order to achieve this, you'll have to reduce enemy Fighter defenses first. Tactics tip: Go after the enemy's smallest concentrations first using the Airstrike option in the combat box and send in fighters equal or superior in number to those of your opponent, then add as many Tactical or Heavy Bomber units on top of this to help ensure destruction and not merely damage to the enemy's Fighter forces.

Getting the Range attribute of your Heavy Bombers up to five or above makes almost the whole Reich vulnerable from the sky, whether you are still based in England or if you have managed to hold North Africa. If the latter is the case, an extremely effective strategic bombing campaign can be conducted from two sides. If you can achieve and maintain air supremacy, you will literally be able to bomb the Germans into submission; again, target choice is of paramount importance. Going after only Resources and Rail capacity, or only Factories and Rail capacity, is generally the best method of achieving quick results (Factories without Resources are useless as is the reverse).

## 16.7.9 ALTERNATIVE STRATEGIES

There are not many situations where radical departures from a conservative approach are warranted, unless the Axis gets sloppy; in those cases, go for the jugular.

## 16.7.10 PRODUCTION

A broad range of forces are needed by this World Power to win the game but the following is a broad guideline based on the three phases outlined at the top of this section:

Phase 1 will require you to build many Infantry, Flak/Fighters, Transport Fleets, and ASW-capable units.

Phase 2 is similar to Phase one with the following departures: replacement carrier air groups, armor and an emphasis on offensive air units.

Phase 3 will see an even greater need for ground forces (Armor, Infantry, Airborne, and Artillery) as well as airpower, as you close in on Berlin and Tokyo. Most of the units you will need for naval operations should have already been built by this time.

## 16.7.11 RESEARCH

Research across a plethora of unit types will eventually be required, but for simplicity's sake, we will break this into the three phases yet again:

Phase 1 entails heavy emphasis on ASW and Fighter attributes, as well as beginning research for Submarine Fleets.

Phase 2 sees an increase in the attributes of your Transport Fleets to conduct amphibious operations. Also, an increase in most all of your aircraft unit attributes and those of your chief ground forces should be in the cards as well. If you plan to develop the atomic bomb, here is the time to begin investing in the Heavy Bomber Land Attack attribute. Since this ability takes a long time to achieve, you'll probably need to continue investing here through most of Phase 3 as well.

Phase 3 sees exponential improvement on all unit Attributes focused on during Phase 2.

## 16.7.12 INTELLIGENCE

You will find it too costly to invest in this area initially, but as the tide turns, you will find yourself hard-pressed to fully man all your unit builds because of limitations on your Population Pool; this is a great time to ice the cake by outspending the Axis on Sigint.

## 16.7.13 DIPLOMACY

Getting Neutral nations that have resources and can be reasonably expected to maintain a transport link with you should be your first Trade Agreement targets. After these have shifted to your side, more exotic Neutrals can be courted, with Saudi Arabia, Turkey, and Portugal among them. Under no circumstances sign a Trade Agreement with Persia, as you may well have to invade them later. Do not attack any Balanced or Friendly neutral Nationality, unless absolutely necessary. Eventually, you'll need virtually every neutral Nationality providing Resources to you in order to keep your Factories running at full production.

## 16.7.14 SUMMARY

The road is long, hard, and often very bleak for the first eight to ten turns. Keep in mind that the Axis tide almost always ends up breaking and receding; this is your moment to shine. Make a decision as to which Axis power you wish to focus on as soon as you are at war and re-evaluate this decision carefully each turn. Most often a "Europe First" strategy is more appropriate, but not always, as the existence of Strategic Points in Australia and India gives a lot of weight toward Admiral King's historical preference for Pacific operations.

Always keep the axiom about having more leading to increased wastefulness in mind; just because you are numerically superior does NOT mean that you will win the game. Every attack, build, and move should be just as carefully scrutinized for its usefulness and utility to the Grand Design as it was when all appeared lost and every unit was precious; a swift and efficient vanquishing of the Axis is a necessary requirement for a game win.

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## 17.0 MODIFYING GAME FILES IN A WORLD DIVIDED

Experienced game modders will find that there are many things in A World Divided that can be modified through changing entries in a few text files. Completely new scenarios may be created and added to the game. This section highlights a few of the more likely items that a modder may wish to change. One warning is that although there is a Vichy data file, the rules involving the creation of Vichy France have been mostly removed from the control of the data file and we suggest you not attempt to change this file. Note that in the files, **Mechanized** is used for Armor units, and **UN** is used for Western Allies.

### 17.1 ADDING COUNTRIES/ALTERING REGIONS

To modify region attributes or to alter the number of units a player begins with at the outset of a scenario, look for a file in the dat folder called wawgoldregionsX.txt. The "X" represents the year that the scenario begins. For example, wawgoldregions39.txt will open the region attributes for the campaign beginning in 1939 (Total War).

The top of the wawgoldregionsX.txt files offers a key for various region attributes and their corresponding numerical value. The only practical purpose to modifying these data keys would be to add additional countries. However, be mindful that there is a hard coded 50 country limit on the number of nations that can exist.

Data Key	Explanation
DATA,PLAYER_GER,1 DATA,PLAYER_JAP,2 DATA,PLAYER_SOV,3 DATA,PLAYER_UN,4 DATA,PLAYER_CHI,5 DATA,PLAYER_NEU,6	Indicates the number that corresponds to each player.
DATA,CARRIER AIR,1 DATA,TAC AIR,2 DATA,HEAVY AIR,3 DATA,FIGHTER AIR,4 DATA,INFANTRY,5 DATA,MILITIA,6 DATA,AIRBORNE,7 DATA,MECHANIZED,8 DATA,ARTILLERY,9 DATA,FLAK,10 DATA,SUPPLY,11 DATA,CARRIER FLEET,12 DATA,HEAVY FLEET,13 DATA,LIGHT FLEET,14 DATA,TRANSPORT FLEET,15 DATA,SUB FLEET,16 DATA,RAIL,17 DATA,FACTORY,18 DATA,RESOURCE,19	Indicates the number that corresponds to each unit/resource in a region. Also provides the names of units and attributes one can add to a region that doesn't already have it.

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DATA,TD_TYPE,0 DATA,TD_AA,1 DATA,TD_SA,2 DATA,TD_UA,3 DATA,TD_LA,4 DATA,TD_TORP,5 DATA,TD_SPEED,6 DATA,TD_RANGE,7 DATA,TD_EVADE,8 DATA,TD_ARMOR,9 DATA,TD_DURAB,10 DATA,TD_CAP,11 DATA,TD_AMPHIB,12 DATA,TD_COST,13 DATA,TD_CLASS,14 DATA,TD_SUP_USE,15 DATA,TD_FUEL_USE,16	Indicates the number that corresponds to the attributes of a particular unit. Each unit possesses each of these attributes in varying forms.
DATA,,0 DATA,Germany,1  ...through...  DATA,Captured,42	Indicates the numerical code for every country on the map.
DATA,TER_NONE,0 DATA,TER_SEA,1 DATA,TER_WARM,2 DATA,TER_COLD,3 DATA,TER_RCOLD,4 DATA,TER_ROUGH,5 DATA,TER_PROHIB,6	Indicates the type of terrain a region is. These attributes are important for the SIDE properties when altering regions.
INCLUDE,wawgoldfactory.txt  ...through...  INCLUDE,wawgoldvichy.txt	Files that are used in conjunction with the wawgoldregionsX.txt.

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After the data keys comes a list of every region in the game. Standard region/unit code structure should look close to this (with varying amounts of unit types):

```
REGION,66,Western Germany,PLAYER_GER,Germany,TER_COLD
MOVECOST,1
POP,5
FORT,1
CONNECT,64,65,67,70,71,96,97,343,357
SIDE,6,6,6,6,6,3,6,6,3

UNIT,INFANTRY,1

UNIT,FLAK,1
UNIT,SUPPLY,4
UNIT,HEAVY FLEET,1
UNIT,LIGHT FLEET,2
UNIT,TRANSPORT FLEET,3
UNIT,SUB FLEET,0,1
UNIT,RAIL,2
UNIT,FACTORY,5
UNIT,RESOURCE,4
```

In this example, we will be modifying the region Western Germany. The first few attributes provide general information about the region. Modding MOVECOST, POP, and FORT are relatively easy. The REGION, CONNECT, and SIDE lines are substantially more complicated because they interface directly with the map GUI and should therefore not be changed without caution.

<b>REGION,66,Western Germany,PLAYER_GER,Germany,TER_COLD</b>
Structure type, Region #, region name, region owner, owner's name, terrain type/temp
<b>MOVECOST,1</b>
Cost for a unit to move to an adjacent territory. Note that altering this value will only take effect if the adjacent territory that the changed movement cost is desired is altered as well. (See CONNECT attribute.)
<b>POP,5</b>
Population level of the region.
<b>FORT,1</b>
Fortification level of the region which grants the defender a defense bonus.
<b>CONNECT,64,65,67,70,71,96,97,343,357</b>
Regions that border the region you're editing. Includes sea regions as well.
<b>SIDE,6,6,6,6,6,3,6,6,3</b>
Terrain type of adjacent regions. (See region type explanation)

The rest of the region attributes indicate the number of units in the region. To edit the amount of particular units in the region simply alter the number after the unit's name.

<b>UNIT,INFANTRY,1</b>
The number of infantry units in the region.
<b>UNIT,FLAK, 1</b>

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The number of infantry units in the region.
<b>UNIT,SUPPLY,4</b>
The number of Supply Points the region will contribute each turn. Each supply unit in the data file represents 5 Supply Points. In this example, Supply, 4 will translate into 20 Supply Points when the scenario is loaded.
<b>UNIT,HEAVY FLEET,1</b>
The number of heavy warships in the region.
<b>UNIT,LIGHT FLEET,2</b>
The number of light warships in the region.
<b>UNIT,TRANSPORT FLEET,3</b>
The number of transports in the region.
<b>UNIT,SUB FLEET,0,1</b>
The number of submarines in the region. In this case 0 standard and 1 veteran unit.
<b>UNIT,RAIL,2</b>
The level of rail lines in the region.
<b>UNIT,FACTORY,5</b>
The number of Production Points the region will contribute each turn
<b>UNIT,RESOURCE,4</b>
The number of resource points the region will contribute to production each turn.

If you want to add a unit that is not already present in the region, the same pattern follows. See the Data Keys section for a list of unit names. To add veteran and elite units simply add more numbers to the line like UNIT,INFANTRY,1,0,3 where would be 1 normal infantry, 0 veteran, and 3 elite. The first number on the left is always normal, the second number vet, and the third is elite.

## 17.2 CHANGING UNIT ARTWORK

World at War also supports the modification of unit artwork and the criteria for having a unit “upgrade” its appearance. To do this, find the file called WaWgoldscenextra.txt, and scroll past the “Label” tags and find the lines of code that read this:

```
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_LA,11,0,0,$VARIANT_A2)
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_LA,10,$TD_EVADE,9,$VARIANT_A2)
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_LA,10,0,0,$VARIANT_A1)
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_LA,9,$TD_EVADE,9,$VARIANT_A1)
UnitImageVariant($PLAYER_GER,$FIGHTER AIR,$TD_AA,8,$TD_EVADE,8,$VARIANT_A2)
UnitImageVariant($PLAYER_GER,$FIGHTER AIR,$TD_EVADE,9,0,0,$VARIANT_A2)
```

*And further down...*

```
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_EVADE,9,0,0,$VARIANT_P2)
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_LA,10,0,0,$VARIANT_P2)
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_LA,9,0,0,$VARIANT_P1)
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_LA,8,$TD_EVADE,8,$VARIANT_P1)
UnitImageVariant($PLAYER_GER,$FIGHTER AIR,$TD_AA,8,$TD_EVADE,8,$VARIANT_P2)
UnitImageVariant($PLAYER_GER,$FIGHTER AIR,$TD_EVADE,9,0,0,$VARIANT_P2)
```

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The first set of items (top seven lines of code) change the units on the map in addition to a number of data screens. The computer will go down the list and take the first variant item for a unit that meets the current game condition. For instance, in the first line of code:

```
UnitImageVariant($PLAYER_GER,$MECHANIZED,$STD_LA,11,0,0,$VARIANT_A2))
```

This says that if the German mechanized unit Land Attack attribute is at least 11, change or “upgrade” the German’s mechanized unit to the “VARIANT\_A2” art. Creating multiple prerequisites for upgrading a unit’s art is very similar. For instance, in the fourth line of code:

```
UnitImageVariant($PLAYER_GER,$MECHANIZED,$TD_LA,9,$STD_EVADE,9,$VARIANT_A1)
```

In this example, both Land Attack and Evasion must be 9 or greater to have the unit’s artwork be displayed as “VARIANT\_A1.” It should be noted that variants need to be numbered from A1 to A7 in order to be valid. Also, if a unit does not qualify for any variant, the default art is used.

The second set of items (the remaining six lines) functions in the same way as the first set but it is instead responsible for the weapon art that appears in the pop-up windows. Much like the “A” variants, they should be set from P1 to P7.

To alter the artwork file that each variant in the example above points to, find the WAWgoldart.txt file and scroll down to these lines:

```
ICON_ART,unit,axisTank01.tga,VARIANT_A1,0,36703,MECHANIZED,0,4,2500,3500,4000,4000,GER,
ICON_ART,unit,axisTank02.tga,VARIANT_A2,0,36803,MECHANIZED,0,4,2500,3500,4000,4000,GER,
ICON_ART,unit,axisFighter01.tga,VARIANT_A1,0,36709,FIGHTER AIR,0,4,2500,3400,4000,4000,GER,
ICON_ART,unit,axisFighter02.tga,VARIANT_A2,0,36809,FIGHTER AIR,0,4,2500,3400,2500,4000,GER,
```

*And further down...*

```
POPOP_UNIT_ART,gui/germans/puico_germanTank01.bmp,VARIANT_P1,0,38703,MECHANIZED,G
ER,
POPOP_UNIT_ART,gui/germans/puico_germanTank02.bmp,VARIANT_P2,0,38803,MECHANIZED,G
ER,
POPOP_UNIT_ART,gui/germans/puico_germanFighter01.bmp,VARIANT_P1,0,38709,FIGHTER
AIR,GER,
POPOP_UNIT_ART,gui/germans/puico_germanFighter02.
bmp,VARIANT_P2,0,38809,FIGHTER AIR,GER,
```

These lines give the directory where the art we have modified in the example above is located in addition to the name of the art file. The only parts that need to be changed are in bold: The variant should match the name used in the wawgoldscenextra.txt file. Also, each new unit and its corresponding artwork need to have a unique id value. For unit art that appears on the map, the numbers must be in the 36000 range and for the pop ups, 38000. Take care to not use the same value for two different units. The numbers available for use for variants are in the 36700-37999 and 38700 to 39999 range.

## 18.0 WORLD WAR II TIMELINE

### 1931

18 September - Japan invades Manchuria.

### 1932

8 November - Franklin D. Roosevelt is elected President of the United States, his first term.

### 1933

28 January - Fire destroys the Reichstag building in Berlin. It is widely believed that the fire was set by the Nazis to gain more popular support against Communists and other Nazi enemies.

30 January - Hitler accepts President Hindenburg's offer of the Chancellorship of Germany.

25 March - Japan withdraws from the League of Nations; the League had condemned Japan for their invasion of Manchuria one month before.

14 October - Germany withdraws from the League of Nations after disarmament talks fail.

2 August - President Hindenburg of Germany dies.

19 August - Hitler assumes the President's role, fusing it with the Chancellor's office to become dictator of that country in all but name.

### 1935

1 March - Germany occupies the Saar after that region votes to return to Germany. Previously, the coal-rich Saar was given to France for 15 years by the Treaty of Versailles. A treaty-mandated referendum finds that 90% of the population wanted to return to German rule.

18 June - The Anglo-German Naval Agreement is signed, whereby the Germans are allowed to build their Kriegsmarine to 35% of the total tonnage of the British fleet; it may also build 45% of the total tonnage of British submarines.

3 October - Italy invades Ethiopia.

### 1936

7 March - In violation of the terms of the Versailles Treaty and Locarno Pacts of 1925, the German government sends troops across the Rhein river and remilitarizes the Rheinland. Hitler took advantage of the crisis in Ethiopia, which diverted British and French attention from Europe, and defended the act by claiming the threat of encirclement by France and the Soviet Union through their new alliance system.

5 May - Despite a vast superiority in numbers and technology, Italian troops take seven months to capture Addis Ababa, the capital of Ethiopia, which falls on this day. Emperor Haile Selassie flees to England.

17 July - The Spanish Civil War begins. The Spanish military mounts a coup against the Republican government in Spain, with the active support of the German and Italian governments. The war begins when the army commanders (General Emilio Mola and General Francisco Franco) at

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Mellila in Spanish Morocco revolt and the coup rapidly spreads to the garrison cities in Spain (Cadiz, Seville, Saragossa, and Burgos). In Madrid and Barcelona, the government maintains control and the insurgents cannot seize immediate control of the country. All of the leftist parties unite in resistance and the Republicans are able to regroup with the assistance of the Soviet Union. The League of Nations proves powerless to end the fighting - but the British and French governments attempt to prevent more interference by drafting an international agreement against intervention (which most powers ignore). The Spanish Civil War helped define Europe into two major camps the Fascists and non-Fascists. It also plays out to be an excellent proving ground for the German Luftwaffe to refine and hone their tactics.

## 1937

28 May - Neville Chamberlain becomes the new British Prime Minister.

12 June - In a secret court martial, Soviet Marshal Michael Tukhachevski and seven other generals are found guilty of mounting a conspiracy against the Soviet government for presumably being in collaboration with the Germans and the Japanese. They are summarily executed. These trials follow the "suicide" of Marshal Ian Gararnik on May 31st. Additional purges eliminate Trotskyists and other political threats to the Stalin regime. These executions led to a 'Great Purge' of the Soviet armed forces, causing considerable international protest and undermining the Soviet Union's prestige in international affairs. It also bled the Red Army of many talented officers, something they'd regret in four years.

7 July - During night maneuvers, Japanese troops clash with Chinese forces at Lukouchiao, near Beijing. The fighting quickly spreads to other parts of China, which reflects Japanese preparations for a general war with China. The Japanese government did not declare war against China for technical reasons of international law. The British government avoids challenging the Japanese invasion of China even though strategic British interests are at stake. They refuse to intervene even when the British ambassador is wounded in a Japanese air attack on the British residence.

1 August - The concentration camp at Buchenwald opens. More than 56,000 will die in its confines before it is liberated on April 11, 1945, by the U.S. Army.

13 December - After heavy fighting, the Japanese occupy Nanjing (Nanking) and Japanese soldiers commit horrible atrocities against the Chinese civilians (known as the "Rape of Nanking").

## 1938

11 March - The German army marches into Austria unopposed and seizes control of the country. President Wilhelm Miklas resigns from office and six million Austrians became citizens of the Reich. The German annexation of Austria results in minimal international tension.

5 October - After a months-long process, Germany takes over the Sudetenland, a strip of land in Czechoslovakia that borders Germany. Members of the German, Italian, French, and British governments had met previously to determine this fate for Czechoslovakia, which was not invited to attend the talks.

9 November - The Nazis unleash a wave of attacks against German Jews; in the space of a few hours, thousands of synagogues and Jewish businesses are damaged or destroyed. This night is known as Kristallnacht, or "Night of Broken Glass," because of the shattered store windowpanes that carpet sidewalks and streets.

# World War 2 Timeline

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**1939**

14 March - Germany moves to occupy the remainder of Czechoslovakia (Bohemia and Moravia). None of the Great Powers oppose the German annexation of these provinces or the Hungarian occupation of Carpatho-Ukraine (Ruthenia), which marked the end of an independent Czechoslovakian state. The annexation dispels any hopes that the Germans would limit their territorial expansion to Germanic populations.

1 April - The Spanish Civil War ends with the Nationalists, led by Generalissimo Francisco Franco, coming out on top.

7 April - Italian forces invade Albania.

1 September - World War II officially begins when Germany invades Poland. The German Army, Air Force, and Navy launch a concerted attack, utilizing Blitzkrieg tactics to annihilate the Polish army. Over 1.7 million troops advance into Poland from East Prussia, Silesia, and Slovakia. Led by tactical air strikes by the Luftwaffe, armor divisions strike deep into Polish territory. While the Poles could field an army of 600,000 men, they were unable to mobilize efficiently or coordinate their defense. Within four weeks, the Germans destroyed most of the Polish army and occupied the western and central regions of Poland. The British and French governments mobilized their military forces, but expressed a readiness to negotiate a settlement if the Germans withdrew their military forces from Polish territory. The Italian government declared its intention to remain neutral in the crisis.

3 September - After Germany flatly refuses a British/French ultimatum to remove their troops from Polish soil, both declare war on Germany.

4 September - The German U-boat U-30 sinks the passenger liner SS Athenia, with 1,418 people on board, including 300 Americans. Amazingly, only 118 are killed.

5 September - The U.S. government proclaims neutrality in the European war. Under the Neutrality Act of 1937, President Franklin Roosevelt prohibits the export of arms and munitions to the belligerent powers, including Britain and France.

8 September - German forces reach the outskirts of Warsaw.

10 September - The first ground units of the British Expeditionary Force (BEF) begin to land in France.

15 September - The Soviet Union and Japan sign a peace treaty.

17 September - The Soviet Union invades eastern Poland, per the secret Molotov-Ribbentrop pact made earlier in the year.

19 September - Soviet and German spearheads make contact at Brest-Litovsk.

27 September - Warsaw surrenders to the Germans.

28-29 September - Germany and the Soviet Union conclude a "Treaty of Friendship" that, among other things, sets in stone their respective "spheres of influence" in Eastern Europe.

6 October - Poland formally surrenders.

# WORLD AT WAR - A World Divided

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The German pocket-battleship Deutschland sinks the British freighter Stonegate within the US-declared 300-mile Neutrality Zone. This is the first of many such neutrality violations that stimulate American involvement in the War.

9 October - Hitler lays out plans for the invasion of the West (code-named "Plan Yellow").

18 October - The Soviet Union occupies Estonia.

29 November - The Soviet Union, without warning, invades Finland. Few give the small country long before it succumbs to the massive Soviet military machine.

5 December - After nearly a week of bitter fighting, the Soviets finally hit the Finnish 'Mannerheim Line', just north of Leningrad. The Finns are proving to be a tough nut to crack, causing many problems for the Soviet invaders.

## 1940

27 January - Hitler lays out plans for the invasions of Denmark and Norway (code-named "River Exercise").

12 March - After months of fighting, the Finnish Army has inflicted grievous casualties on the invading Soviets, but the pressure is too much and they relent to Soviet demands of territory in Finland. The so-called 'Winter War' ends.

7 April - German forces invade Denmark and Norway.

9 April - The German heavy cruiser Blucher is sunk by Norwegian shore batteries. Over the course of the campaign, the Kriegsmarine would lose the one heavy cruiser, two light cruisers, ten destroyers, eight U-boats, and about 20 freighters, on top of several other warships damaged. These losses would have a telling effect on future Kriegsmarine operations, most notably any possible invasion of England.

10 May - German troops attack the Netherlands, Belgium, Luxembourg, and France. Field Marshal Fedor von Bock's Army Group B kicks off the initial attacks by invading Belgium and the Netherlands; the Allied response is to move BEF and French soldiers north behind Belgium to reinforce. Soon, the Germans would attack with their main weight of panzer divisions through the "impassable" Ardennes and trap thousands of Allied troops in the north.

14 May - The Netherlands surrender; Queen Wilhelmina flees to London.

17 May - Brussels, Belgium falls to German forces.

25 May - Panzers of the 7th Panzer Division and led by none other than General Rommel reach the French channel coast at Abbeville, trapping a good portion of the Allied army to the north.

Norway surrenders to the Germans. However, Allied troops would not finally leave Norway until 9 June.

26 May - Allied evacuation to England begins from the French port of Dunkirk. Hitler pauses his divisions just beyond the town, a mystery which is still debated to this day.

# World War 2 Timeline

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28 May - Belgium surrenders to the Germans.

10 June - With the conquest of France so near, Italy declares war on the British and French.

14 June - German forces enter Paris.

15 June - The Soviet Union occupies Lithuania.

21 June - Italy attacks France, but fails to make significant headway.

22 June - The French and German governments conclude an armistice at Compiègne, France, ending the fighting in northern and central France. Under the terms of the agreement, the Germans occupy the French Atlantic coastline from the Belgian border to the Spanish border and control northern France. As a result, the Germans controlled three-fifths of the French republic. In addition, French armed forces were disarmed. A pro-German French government, under Marshal Henri-Philippe Petain, establishes its capital in Vichy.

3 July - Task Force H, made up several British warships, attempts to destroy the French fleet at Oran, Algeria, on the North African coastline, ostensibly to deny their use to Germany. Only one French ship is destroyed.

10 July - The first heavy air attacks against England begin the so-called "Battle of Britain."

14 July - The Soviet Union formally annexes all three Baltic states that it had previously occupied, including Latvia.

16 July - Hitler lays out plans for the invasion of England (code-named "Operation Sea Lion").

13 August - "Eagle Day"; Germany launches 500 sorties in a 24-hour time span against England's airfields. The Royal Air Force (RAF) has been very hard pressed up to this point and is in danger of breaking, but the Germans have suffered appalling losses to date.

24 August - German bombers accidentally drop bombs on London.

25 August - In reprisal for the London attack, the RAF bombs Berlin. Hitler is furious and orders Goering to begin concentrating on London and other population centers. This decision, in one fell swoop, saves the RAF from destruction as Germany concentrates on killing civilians instead of the RAF's airfields. The Battle of Britain is slowly swinging in the favor of the English.

7 September - Germany launches the first of several raids against London.

12 September - The Italian Tenth Army invades Egypt, pushing British troops back, but inexplicably do not pursue and instead halt after an advance of only a few miles.

21 September - Germany, Italy, and Japan sign the "Tripartite Pact."

12 October - Hitler cancels "Operation Sea Lion" due to the German's inability to cow the RAF or Royal Navy into submission.

28 October - Italy invades Greece.

# WORLD AT WAR - A World Divided

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5 November - President Roosevelt is elected to a third term.

14 November - The Italians cannot make significant headway in Greece; a counterattack by Greek forces on this date pushes the Italians back.

20-23 November - Hungary and Rumania join the Axis Powers.

8 December - Italian forces are attacked in Egypt; the British push them back into Libya.

## 1941

5 January - Italian forces are defeated by the British at Bardia and retreat to Tobruk.

10 January - The United States Congress begins debates on instituting a "Lend-Lease" program.

11 January - Hitler orders the creation of the "Afrika Korps" to send to Libya and reinforce the Italians.

5-6 February - The British continue a virtually unchecked advance across Libya, capturing 5,000 Italian prisoners at Beda Fromm and capturing the port of Benghazi. The capture of Beda Fromm ends a ten-week campaign that has seen the victorious British cover 500 miles and inflict 150,000 casualties (mostly prisoners) on the Italian army.

8 February - The first units of the Afrika Korps leaves for Libyan ports.

11-12 February - The 5th Light Division, the first of the Afrika Korps, arrives in Tripoli. General Rommel almost immediately takes what small forces he has available, not waiting for the remainder of his army, and attacks the British.

1 March - Bulgaria joins the Axis Powers.

4 March - British troops land in Greece.

27 March - A pro-Allied coup in Yugoslavia overthrows the pro-Axis regime. Hitler, faced with an Allied country suddenly on his doorstep and the possibility of British intervention there, and faced with Italian failures in Greece, orders a German invasion of both countries.

31 March - The 15th Panzer Division arrives in Tripoli.

5 April - German forces invade Yugoslavia and Greece.

11 April - Tobruk is surrounded by the Afrika Corps while the remainder of the British army retreats towards the Egyptian border.

17 April - Yugoslavia surrenders to the Germans.

19 April - British troops move to occupy Iraq.

21 April - Greece surrenders to the Germans.

# World War 2 Timeline

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5 May - After months of fighting, the British clear Ethiopia of Italian resistance and Emperor Haile Selassie returns to Addis Ababa. The remaining Italian forces in East Africa would surrender within days.

10 May - Last heavy bombing mission by the Germans; the "Battle of Britain" officially ends.

20 May - Germany invades Crete with a completely airborne force. The German paratroops make a good account for themselves but would suffer high casualties during the campaign.

24 May - The HMS Hood is sunk by the Bismark; only 3 out of a crew of 1,416 survive. The Bismark only had three more days to live before a gigantic Allied effort to find and sink her succeeded.

27 May - Despite high German casualties, the Allies begin to evacuate Crete. By 28 May, the evacuation is complete.

15 June - The British launch "Operation Battleaxe" against the Afrika Korps in the hopes of relieving pressure on Tobruk, which remains surrounded. By 17 June, the operation is cancelled due to failure.

22 June - Hitler's invasion of Russia, code-named "Operation Barbarossa," begins. After careful, secretive planning since the fall of France, the Soviet Union is hit hard by the German juggernaut. Most Western intelligence gives Russia six weeks before they surrender.

27 June - Minsk falls to the Germans.

29 June - Finland declares war on Russia.

30 June - Churchill replaces General Auchinleck in North Africa with General Wavell.

10 July - Four Italian divisions entrain for the Eastern Front, where German victory seems imminent.

16 July - Battle of Smolensk, halfway between Poland and Moscow. Panzergruppe Guderian destroys a good portion of the Soviet armies facing him.

26 July - The United States and Britain freeze Japanese assets in their respective countries.

27 July - Japan occupies French Indo-China.

21 August - German forces cut the railroad between Leningrad and Moscow.

16 September - The British and Russians occupy Persia.

19 September - The Battle for Kiev begins. Hitler orders panzers from Army Group Center to reinforce the flagging Army Group South; General Guderian opposes this as it takes the impetus of attack from the center, but an opportunity exists to destroy a significant portion of the Soviet army. 660,000 Soviet prisoners are taken as a result, but the Moscow operation is behind schedule.

25 September - German forces cut off the Crimean peninsula from the rest of Russia.

# WORLD AT WAR - A World Divided

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2 October - "Operation Typhoon," the battle for Moscow, is underway as repositioned panzers and men move to capture the Communist capital.

12 October - Soviet civilians begin to leave Moscow as the Germans approach.

16 October - General Tojo becomes Prime Minister of Japan.

3 November - German forces capture Kursk, continue to push slowly towards Moscow, but are facing exhaustion, a long supply line, and the first winter snows of the season.

10 November - The Japanese fleet tasked with attacking Pearl Harbor leaves Japanese waters.

6 December - The Germans are unable to capture Moscow; a Soviet winter counteroffensive begins.

7 December - Japan attacks Pearl Harbor. Several battleships and other warships are sunk or damaged and over 2,000 U.S. personnel are killed. The Japanese fail to find the American carriers, however; these carriers will have a significant impact on the coming campaign in the Pacific. Japan attacks the Philippines and several other US possessions over the coming weeks.

11 December - Germany and Japan declare war on the United States.

14-25 December - Japan captures Burma, Wake Island, and Hong Kong.

## 1942

13 January - Internment of Japanese Americans begins.

31 January - The Japanese attack Singapore.

8 March - The Japanese capture the northern portion of New Guinea and now have airfields in range of the northernmost Australian cities.

9 April - The last U.S. troops in the Philippines surrender.

18 April - Doolittle's raid on Tokyo takes place. The military value of the attack is very minor (only 16 B-25 Mitchells took part, which were all stripped down to be able to take off from the deck of an aircraft carrier), but the psychological effect was devastating. The Americans were electrified and the Japanese astonished.

7 May - The Battle of the Coral Sea begins. The Japanese are aiming to invade Port Moresby on New Guinea's south coast, and covering the troop transports are two Japanese fleet carriers, the Shokaku and Zuikaku. In the first naval battle in world history where the ships never see each other directly, the Japanese sink an American carrier, destroyer, and oiler, but the Shokaku suffers severe damage and the Zuikaku loses many pilots. Most importantly, the Japanese invasion is called off and these two Japanese fleet carriers will be unavailable for the planned attack on Midway Island.

20 May - The British are forced to retreat from Burma as the Japanese advance towards India.

30 May - The RAF launches a 1,000 bomber raid on Germany.

# World War 2 Timeline

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3 June - The Battle for Sevastopol, a near-impregnable Soviet fortress on the Crimean peninsula, begins. The German 11th Army suffers many casualties but eventually manages to blast the stubborn Soviet resistance from the city.

4 June - The Battle of Midway begins. Four Japanese fleet carriers move towards Midway Island in a gigantic operation aimed at luring the American's fleet carriers into a decisive battle. The Americans have deciphered the Japanese Navy's codes, however, and know what they are up to ahead of time. Despite this, the Americans are seriously outnumbered. In a string of amazing coincidences and incredible luck, the Americans catch three of the four Japanese carriers refueling and rearming their strike aircraft; three are immediately sunk while the fourth is sunk during later action. The Japanese fleet is decimated as its best pilots and flight crews are dead and their best carriers under the waves. This is considered to be the turning point in the Pacific War.

21 June - The Germans capture Tobruk.

1 August - General Auchinleck is replaced by Field Marshal Montgomery in the North African campaign.

7 August - United States Marines land on Guadalcanal in the Solomon Islands chain.

19 August - The Battle of Dieppe. A limited cross-channel invasion by about 5,000 Canadians, it aimed at destroying radar stations and military installations, and also capturing a nearby German divisional headquarters. The operation was a failure; only about 1,000 escaped a fate as a casualty or prisoner of war.

23 August - The German summer offensive, code-named "Operation Blue," has been in full swing for over a month. German forces have crossed into the area of Stalingrad, a 30-mile long industrial city on the banks of the Volga River. Behind Stalingrad: hundreds of miles of empty steppe. The Soviets realize they must hold the Germans here or face destruction of the entire line.

24 October - The Battle for El Alamein in Egypt begins. General Rommel's attempts at piercing the British defenses fail utterly, and the British counterattack causes him to pull back the entire Afrika Korps. This time, the Germans won't be back.

8 November - "Operation Torch" begins, where American troops land at three places in Northwest Africa. The plan is to sandwich Rommel between the Americans from the west and the British from the east. Vichy French troops are at first determined to fight but eventually surrender (some don't even bother to resist).

19 November - The Germans have captured most of Stalingrad, but have been bled white in the process. The Soviets take advantage and execute "Operation Uranus," which aims to surround and destroy the German 6th Army in and around Stalingrad. The offensive is successful and German attempts at providing airborne supply fall way short of the requirements; the 6th Army slowly starves to death.

## 1943

23 January - The British take Tripoli.

27 January - The American 8th Air Force conducts its first raids on Germany.

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2 February - After several months and constant attacks, the German 6th Army surrenders at Stalingrad.

1943

14 February - The Battle of Kasserine Pass. The Germans give the Americans their first real battle of the war, and a bloody nose to boot; the American advance is temporarily halted.

20 March - The Battle of Mereth. The British under Montgomery face an imposing Axis defense line in southern Tunisia, but manage to break through the line. This is essentially the end for the Axis in North Africa, as American troops, rallying from their stinging defeat at Kasserine Pass, are pushing inexorably eastwards.

3 May - The Allies enter Tunis, capital of Tunisia, and capture nearly 200,000 Germans and Italians. North Africa is officially liberated.

5 July - "Operation Citadel," on which Hitler banks the future of the Third Reich in the East, begins. It would be the biggest armored battle to date in human history: for the Germans, 2,700 tanks and assault guns, 1,800 aircraft, and 800,000 men would crash into the extensively fortified Soviet positions held by 3,600 tanks, 2,400 aircraft, and 1.3 million men. After savage fighting with high losses on both sides, the Germans were defeated as they lacked the strength to fill their depleted ranks like the Soviets could. It was the last major German offensive on the Eastern Front.

9 July - The Allies invade Sicily.

25 July - King Victor Emmanuel III forces Mussolini to resign.

3 September - The Allies invade the Italian mainland.

8 September - Italy surrenders to the Allies. The Germans move quickly to reinforce Italy with their troops as Italians surrender en masse to the Allies. The Germans have already established forces there, anticipating Italian treachery and are therefore ready to defend the peninsula. It would take the Allies almost two years to push up the 'boot' of Italy before the end of the war.

13 October - Italy declares war on Germany.

20 November - US Marines land on Tarawa.

**1944**

22 January - Battle of Anzio. As the Allied forces slug their way up the Italian peninsula, they find German resistance to be near impossible to deal with. Anzio is an attempt to outflank the German lines, and has mixed results. The Allies hesitate and nearly lose the battle as the Germans quickly bring reinforcements to bear in the time they're given. It would be several months before the Allied line would move forward again.

27 January - For 900 days, the Germans have surrounded Leningrad. On this date, the Russians re-establish a land line to the stricken city and begin to flood it with relief supplies. The Germans would be unable to re-establish their cordon around the city; in fact, they are losing ground across Russia as swelling Soviet ranks put enormous pressure on them.

31 January - The Marshall Islands in the Pacific fall to the Americans.

# World War 2 Timeline

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12 February - Several attempts are made (beginning on this date) to take the Cassino monastery, a focal point for the German defenses in central Italy. Despite numerous attempts the Germans held firm and inflicted heavy casualties on the Allies, who seemed stymied as to how to break the line. It would be May before the monastery is captured.

6 June - D-Day, the invasion of Europe, begins as thousands of British, Canadian, American, and other Allied troops pour onto the beaches and into the rear areas of Normandy, France.

13 June - Germany launches its first V-1 rockets against England. In total, 8,000 were eventually launched with over 2,300 of these aimed at London.

15 June - US troops land at Saipan in the Pacific. The struggle there so far was continuing to secure airbases for the bombing campaign against Japan as well as forward bases for future invasions. The Allies chose to avoid heavily defended islands but still had to go in to several targeted ones and literally pull up each Japanese defender by their roots in savage, bitter fighting.

July - The Soviet summer offensive of 1944 targets Army Group Center. The German army group ceases to exist and remnants flee for eastern Poland, with Soviet troops hot on their heels. The German Army Group North maintains a pocket around Courland on the Baltic coast and are eventually surrounded there by several Soviet armies. In the south, after the debacle of Stalingrad and Kursk, the weakened German armies are slowly pushed back, but in good order unlike Army Group Center, and eventually move into the Carpathian Mountains. Axis allies Hungary, Rumania, and Bulgaria begin to consider the folly of their Axis partnerships and plan to surrender to the Russians.

25 July - After nearly two months of bitter hedgerow fighting, the American army in Normandy breaks out. Code-named "Operation Cobra," the offensive blasts several square miles of German defenses using carpet-bombing techniques from the Air Force; Patton's 3rd Army moves through the empty hole and begins an Allied offensive to surround the German divisions that have been holding them up in Normandy thus far.

1 August - The Germans are fighting for their lives against the Soviets when the Warsaw Ghetto, made up mostly of Jews and other "undesirables" (as the Germans think of them), rise up in arms. The Soviet offensive mysteriously comes to a halt; the Warsaw Uprising happens as the rebels are hoping to help the Soviet advance and speed their liberation. Unfortunately, the Soviet halt gives the Germans plenty of time to liquidate resistance in Warsaw.

20 August - The German Army Group South is split into several smaller Army Groups and retreats further into the Balkans as Soviet spearheads relentlessly pursue them from the front and partisan units snipe at them at every turn from the rear. Rumania surrenders to the Soviets.

25 August - Paris is declared an Open City as Allied troops enter it, liberating it from over four years of German rule. The Falaise Gap, just north of Paris, is closed between 12 August and 20 August; nearly 100,000 Germans manage to escape encirclement thanks to the resistance of two SS armored divisions. However, the Germans lose most of their heavy equipment and make no attempt to stop retreating until they reach the West Wall, on the border of Germany. The Allies pursue as best they can, but their supply situation is daily growing worse; they must capture a port on the Channel coast close to the front line in order to keep the advance moving.

4 September - The Allies capture Antwerp, but not intact; the Germans had scuttled several freighters in the harbor and conducted other sabotage to leave most of the port in ruins.

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However, the numberless Allies immediately begin repairs and soon a trickle of supplies is established.

8 September - The first V-2 rockets are launched against England. These rockets were larger but less accurate than their V-1 cousins; over 5,000 were fired at England but barely 1,000 made it to the island thanks to fast-flying RAF defenses and accurate anti-aircraft efforts. Nevertheless, almost 10,000 casualties resulted from the V-2 attacks over the ensuing months.

15 September - US Marines land on Peleliu, continuing the advance towards the Japanese mainland.

17 September - The Battle of Arnhem, or "Operation Market-Garden," is executed. Thousands of Allied paratroopers attempt to secure bridges across the Rhine and other major rivers but are thwarted due to heavier-than-expected German resistance. The operation captures some bridges but overall is a failure, as Allied tanks are now forced to look elsewhere to enter the Reich.

6 October - The Soviets launch an offensive near Arad in Hungary.

11 October - Hungary begins negotiations with the Soviet Union to discuss a ceasefire.

24 October - Battle of Leyte Gulf, the last gasp of the Japanese Navy, is fought. The Japanese have a chance to decimate the American invasion of the Philippines but fail to follow through; the last of the Japanese carriers are lost by providing bait to the American's carriers.

28 October - Bulgaria signs an armistice with the Soviet Union, the United Kingdom, and the United States.

6 November - Franklin D. Roosevelt wins a historic fourth election as President of the United States.

16 December - The German counterattack in the Ardennes begins; the "Battle of the Bulge" results in 80,000 Allied casualties, 100,000 German casualties, and is the final attempt by Germany to gain some kind of initiative. The attack comes as a complete surprise to the Western Allies, who hurriedly move divisions in to dam the German advance and eventually whittle it down to nothing.

## 1945

17 January - The Soviets finally capture Warsaw from the Germans.

19 February - US Marines land on Iwo Jima.

7 March - Patton's 3rd Army crosses the Rhine river at Remagen. American forces pour across and fill Western Germany with a relentless advance; the only serious resistance is from scattered SS formations and the army group defending the Ruhr industrial area, which is quickly surrounded.

1 April - US forces land on Okinawa. Okinawa is considered to be Japanese soil as much as the Home Islands are. The Americans face as much bitter, bloody resistance as they have thus far in the Pacific, but the fighting is even more savage – a taste of things to come should they have to invade the Japanese mainland.

# World War 2 Timeline

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12 April - Franklin D. Roosevelt dies; Harry Truman, his Vice President, is sworn in.

16 April - Soviet forces encircle Berlin and begin a systematic attack against the remaining fanatical Nazi resistance determined to protect their Fuhrer who resides in a concrete bunker underneath the shattered city.

27 April - American and Soviet troops meet at the Elbe River in central Germany.

30 April - Hitler commits suicide along with his new bride, Eva Braun.

1 May - Grand Admiral Doenitz is named the new Fuhrer of the German Reich.

8 May - German forces in Europe surrender to the Allies; "V-E Day" (Victory in Europe Day) is celebrated.

16 July - The "Trinity" test at Alamogordo, New Mexico, sees the first atomic bomb successfully dropped.

6 August - The first atomic bomb to be dropped on a target falls on Hiroshima, Japan. 70,000 are instantly killed and tens of thousands more die later from complications arising from radiation sickness and burns.

9 August - The second atomic bomb in the US arsenal is dropped on Nagasaki; a similar fate befalls that city as what claimed Hiroshima. The Japanese government begins considering the unthinkable – surrender.

14 August - The Japanese formally surrender to the Americans; "V-J" (Victory over Japan) Day is celebrated.

2 September - The Japanese formally sign the surrender documents aboard the battleship USS Missouri in Tokyo Bay. The War is finally over

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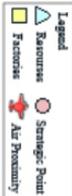
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# WORLD AT WAR - A World Divided

## 20.0 PRODUCTION MAP



### Production Map



#### Factory Multipliers

- 1: 1939
- 2: 1940
- 3: At war with Soviet Union
- 4: 1944

#### Soviet Union

- 1: 1939
- 2: Soviet War Readiness First Threshold
- 3: Soviet War Readiness Third Threshold
- 4: 1944

#### USA

- 0: 1939
- 1: 1940
- 2: US War Readiness First Threshold
- 3: US War Readiness Third Threshold
- 4: 1944

#### France

- 0: 1939
- 1: 1940
- 2: 1941
- 3: 1943

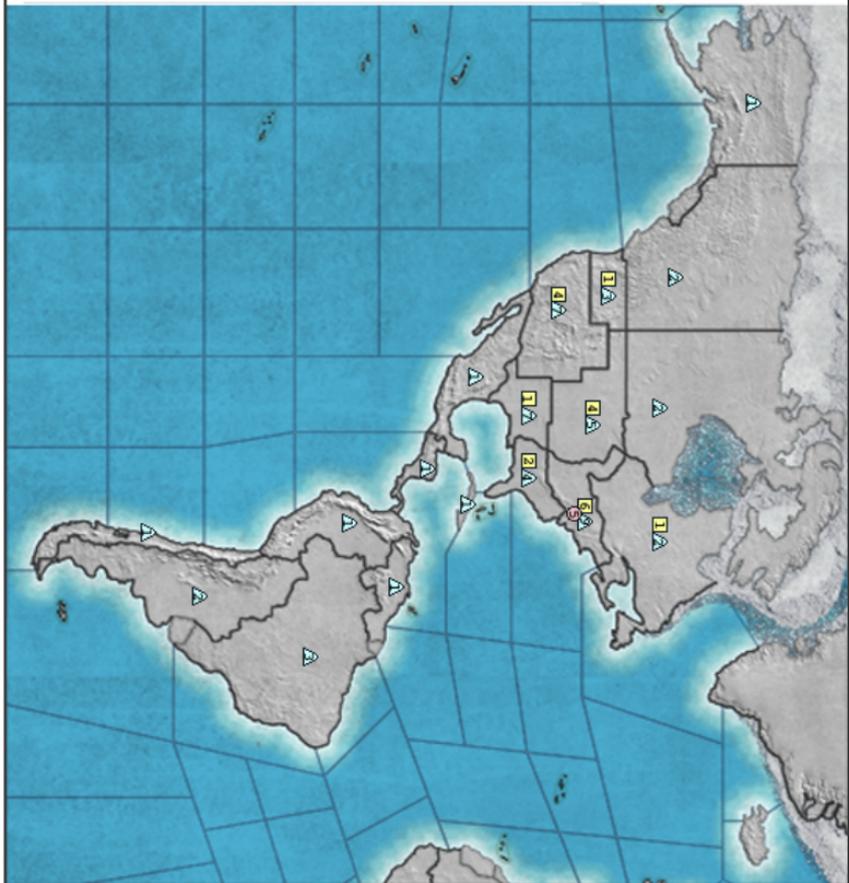
#### UK, Canada, and Japan

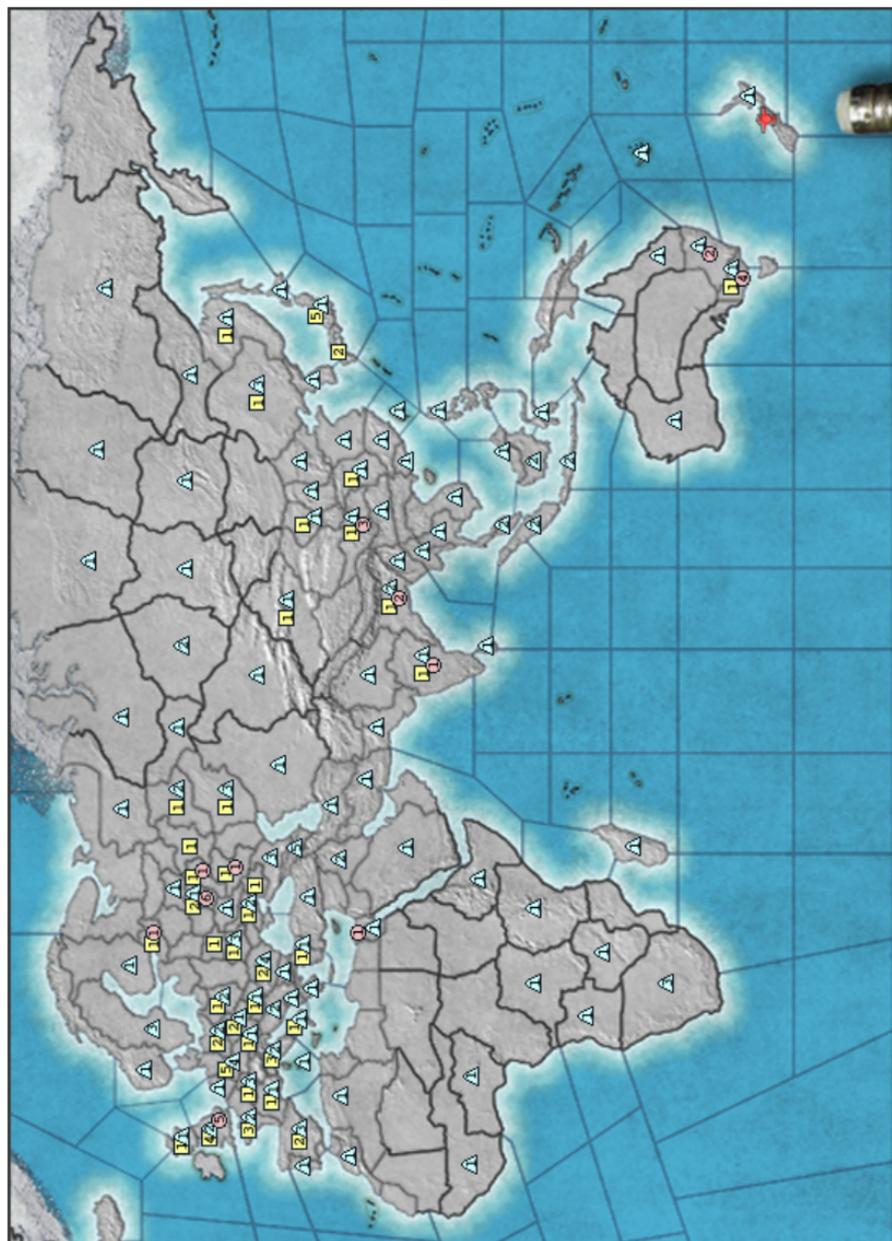
- 2: 1939
- 3: 1940

#### Spain:

- 1: Poland, Commonwealth, Hungary, Romania, Spain, Turkey, and Italy
- 2: Italy

Chinese factories only produce every third turn. Tanks 1, 4, 7 etc. until a non-convict Chinese territory is Axis controlled, then every turn.





# WORLD AT WAR - A World Divided

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