

1939 WW RULES

1939 World Wide Battle Plan Rules

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Our thanks to Deke Parsons for compiling most of the information used for starting forces. Note: this is VICTORY SET "B". It is the same as VICTORY SET "A", except that it includes some clarifications that were left out of set "A". Games started under set "A" or "B" will be scored with the same program. If your game is scored under A or B, you do not need the "clarifications sheet" that may be mentioned elsewhere, because they are included here.

This game is played with the same map and rules as "Real Forces WWBP" with the following changes:

Tactical air force is considered to be included as part of the army and naval air force as part of the navy. The "air force" in this game represents strategic bombers, so there are a few changes. Air force can still move out to sea, but cannot fight while at sea (strategic bombers can't take off from aircraft carriers - they are on transports). They will be like armies - they can take hits but cannot inflict hits on the enemy. Air force cannot attack or support FROM a sea space. They can only TRANSFER. And their range while at sea is limited to a land space ADJACENT to that sea space (you have to land in a port). Air force that is on land, however, CAN support a sea space and thus attack enemy forces in that sea space. Any air force on land has the same two space range as before, as long as they are not ENDING UP in a sea space. Air force can NOT fly over the northern icecap.

There are no antimissiles in this game. No one starts with any missiles or a missile multiplier, but certain players may spend research creating a missile multiplier. Missiles will have the same RANGE as air force (i.e. 2 spaces), instead of having an infinite

range. The damage inflicted is the same as in WW and BP. The first time in the game that a missile is actually fired, missile research will be easier for most players. (Everyone sees that they really work!)

As in the "real forces" game, there are no attack orders allowed on turn one (but you can declare someone "enemy"). And there will be "world opinion" where you get to put up to 3 players on your "good guy" and "bad guy" lists.

There are exactly 13 player positions in this game, 4 minor powers and 9 major powers. The game will last approximately 25 turns. On each printout, starting with the one marked T26, there will be a 33% chance that the game is over. (Thus the players will not know exactly when the game will end). The turn fee is \$8 per turn for major powers, and \$4 per turn for minor powers. In this game, it is very important that all positions be filled; therefore we will be needing players willing to fill out positions not asked for, or to take over as standbys. If you are willing to do this, tell us the maximum turn fee you will pay; the number of games you want to be put into; and whether you want only new games, games already going, or either. We will of course first select those willing to pay the most. But if we need a replacement player for the USA and you are the only one on the list, you could get the position for \$3 a turn. We will try to start "beginners games" for those who have not played any BP or WW games before, and "experienced games" for the others. Please be patient if your game doesn't start right away, as we can't start the game until all positions are filled. Please give several choices for which country you wish to play. When the game ends, each player gets points for achieving the following victory conditions. The player with the most points wins. We may adjust these points from game to game as we try to balance the chances of victory. The following list is VICTORY SET "B" (which is the same as "A" but with a few clarifications):

The first four players are the minor powers.

* "Still in the game" means the last turn he occupied a country.

* "Completely eliminated" means does not occupy any country on the last turn.

* "Owns" means occupies or controls as a minor.

* "Most navy in" means has more navy in the space than any other one player.

* "More industry than" means more total industry in countries owned or controlled. Supressed industry DOES count, and fractions count, but industry over the industry limit does not count.

* "Owning all of Africa" means owning all the spaces that start with the letter "A" except for ACI. (Canary Islands)

For countries that get points for owning all of Africa, Russia, or Europe with one other country, you DO get the points if you own it all yourself, and you must own at least one of the spaces yourself to get the points. (i.e. if Germany and Japan get points for owning all of Russia, if Germany owns it all himself, he gets the points and Japan does not).

Player #1: Argentina/Chile/Spain.

* 90 points for each turn still in game (25 turns approx 2250)

* 100 points if still owns either part of Spain (ENA or EAR) (100)

* 50 points for each original space owned (9 spaces, 450)

* 20 points for each other space in South America owned (including SFA) (18 spaces, 360)

* 500 points if owns all of South America (All spaces starting with "S") (500)

* 400 points if owns all of the Iberian Peninsula (EPR, ENA, EAR) (400)

* 200 points if owns Gibraltar (200)

* 200 points if owns Panama (200)

* 100 points if owns Morocco (100)

Max: 4560 points.

Player #2: Brazil/Portugal.

* 90 points for each turn still in game (25 turns, 2250)

* 135 points if still owns Portugal (135)

* 35 points for each other original space owned (9 spaces, 315)

* 20 points for each other space in South America owned (16 spaces, 320)

* 500 points if owns all of South America (500)

* 400 points if owns all of the Iberian Peninsula (EPR, ENA, EAR) (400)

* 200 points if owns Panama (200)

* 150 points if still owns at least one African colony (150)

* 200 points if together with one other player, the 2 of them own all Africa and the 2 have each other on their ally list (200)

* 25 points each for having the most navy in WMG or WSA (50)

Max: 4520

Player #3: Colombia/Cuba/Mexico.

* 100 points for each turn still in game (25 turns, 2500)

* 25 points for each original space still owned (12 spaces 300)

* 15 points for each additional country in Central America owned (NGU, NBE, NHO, NES, NEN, NWN, NJA, NHA, NPR) (9 spaces, 135)

* 100 points if owns Panama (100)

* 200 points if owns all Mexico and Central America (Not including islands or Colombia, but including Panama)(NBJ, NOA, NES, NSO, NTB, NEN, NCH, NYC, NWN, NVC, NBE, NPA, NJL, NGU, NMX, NHO.) (200)

* 10 points for each additional space owned in South America (20, 200)

* 500 points if owns all of South America (including SFA) (500)

* 300 points each if owns either Texas or California (600)

Max: 4535

Player #4: BeNeLux & The Low Countries.

* 110 points for each turn still in game (25 turns, 2750)

* 75 points for each original country still owned (13, 975 points)

* 400 points if together with one other player, the

two of them own all of Africa and the two have each other on their allied list (400).

- * 300 points if larger at end than beginning (more than 13 spaces) (300)

- * 100 points if owns at least one African country (100)

- * 100 points if owns at least one Pacific Island country (country starting with a "P")(100)

- * 175 points if still owns at least one of the following: EDE, ENE, ELU, EBE. (175)

- * Player #4 starts out controlling Switzerland as a minor, but it does not count as an "original country", and still controlling it as a minor does not count as "still being in the game".

Max: 4800

Player #5: The Balkans.

- * 110 points for each turn still in game (25 turns, 2750)

- * 500 points if still owns Turkey (500)

- * 100 points for each of the following still owned: RBA, ERO, EBU, EYU, EGR, ECR. (6 spaces, 600)

- * 75 points each for any of the following owned: EPD, ECZ, RUK, RCA. (300)

- * 300 points if bigger at the end (more than 7 spaces) (300)

- * 50 point each if has most navy in WBK or WEM (100)

Max: 4550

Player #6: China.

- * 90 points for each turn still in game (25 turns, 2250)

- * 60 points for each space beginning with "C" owned (23 spaces, 1380)

- * 3 points for each space not beginning with "C" owned (201 spaces, 603)

- * 150 points if Japan is smaller at end of game than beginning (fewer than 9 spaces) (150)

- * 100 more points if Japan has been eliminated by game end (100)

Max: 4483

Player #7: France/Poland.

- * 200 points each for owning EFR and ELY (400)

- * 150 points for owning Poland (150)

- * 100 points for each other part of the Empire still owned (20 spaces, 2000)

- * 200 more points if at least one space in Indochina is still owned (CLA, CCA, or CVN) (200)

- * 50 points if a space in the Mideast is owned (starts with "M") (50)

- * 2 points for each space owned that wasn't originally owned (201 spaces, 402 points)

- * 250 points if Germany is smaller at the end than beginning (fewer than 5 spaces) (250)

- * 250 more points if Germany has been completely eliminated (250)

- * 200 points if together with one other player, the 2 of them own all Africa and they have each other on ally list. (200)

- * 100 points if the Low Countries still own at least one of the following: EDE, ENE, ELU, EBE. (100)

- * 25 points each for most navy in WMA, WSA, or WWM (75)

Max: 4077

Player #8: Germany/Finland.

- * 10 points for each space on the map owned (223 spaces, 2230)

- * 100 points if begger at the end (more than 5 spaces) (500)

- * 500 points if between them, Italy and Germany own all of continental Europe: EGI, EPR, ENA, EAR, EFR, ELY, EDE, ENE, EBE, ELU, EWG, EEG, EPD, ECZ, EAU, EHU, ERO, EBU, EGR, EAL, EYU, ESZ, EIT. That is, everything that starts with an "E" except Scandinavia, Turkey, and the islands. 800 points if between them they own ALL of the countries starting with an "E". For either of these, they don't have to own EPR, EAR, ENA, EGI, ETU, EPD, ESW, or ENO if the player who DOES own them has Germany listed as "ally". (800)

- * 500 points if between them, Germany & Japan own all the spaces beginning with "R". (500)
- * 350 points if France does not own a space on the European Continent (spaces listed above as Continental Europe) or if France has only ELY on the Continent and ALSO has Germany listed as "ally". (350)
- * 150 points each if owns EGB or ESC (300)
- * 150 points if owns at least one African colony (space beginning with "A" except for ACI) (150)
- * 150 points if owns at least one Indochina colony (space bordering on WSC , or Burma) (150)
- * 25 points for every player he has more industry than (12 players, 300)
- * 30 points each for most navy in WBT or WNS (60)

Max: 4940

Player #9: Great Britain/Norway.

- * 100 points each for still owning Gibraltar & Egypt (200)
- * 200 points each for still owning EGB and ESC (400)
- * 45 points each for still owning each of the other 55 parts of the Empire (55 spaces, 2475)
- * 200 points if Russia does NOT own either Turkey, Iran, or Pakistan (200)
- * 2 points for each space owned at the end that wasn't part of the Empire (165 spaces, 330 points)
- * 100 points if together with one other player, the 2 of them own all Africa and have each other on their ally lists (100)
- * 30 points for each of the following he has MORE total navy than: USA, France, Russia, Germany, Italy, Japan. (180)
- * 20 points each for the most navy in WNS, WMA, WGR, WBF, WSA, WTI, WCO (140)
- * 100 points if Low Countries still owns any of the following: (EDE, ENE, ELU, EBE) (100)
- * 25 points if EIR is still a minor (not occupied) (25)

MAX: 4150

Player #10: Italy.

- * 100 points for each original space still owned (7 spaces, 700)
- * 600 points if between them, Italy & Germany own all Continental Europe, and 900 if between them they own everything starting with "E". Same conditions as Germany above, except player owning EGI, EPR, etc must have Italy on "ally list". (900)
- * 75 points for each space bordering the Mediterranean owned that wasn't originally owned (other than Egypt) (13 spaces, 975)
- * 100 points for owning Egypt. (100)
- * 5 points for each other space owned not originally owned (203 spaces, 1015)
- * 100 points if larger at end than beginning (more than 7 spaces) (100)
- * 200 points if together with one other player, the two of them own all of Africa and they have each other on ally list (200)
- * 100 points each if more navy than anyone else in WWM, or WEM (200)
- * 50 points if more navy in WRS than anyone else (50)

Max: 4240

Player #11: Japan/Siam.

- * 150 points for each of the home islands still owned (3 spaces, 450)
- * 50 points for each other space beginning with "C" owned (20 spaces, 1000)
- * 500 points if between them Germany & Japan own all the spaces beginning with "R" (500)
- * 60 points for each space beginning with "P" owned (22 spaces, 1320)
- * 150 points if he owns all of the spaces beginning with "C" (150)
- * 150 points if he owns all of the spaces beginning with "P" (150)
- * 25 points each for owning RKM or NAK (50)
- * 2 points for each other space owned (178 spaces, 356)
- * 25 points for each player he has more industry than (12 players, 300)
- * 50 points each for having more navy than anyone

else in WJA, WOK, WPI, or WSC (200)

Max: 4476

Player #12: Russia.

* 100 points for each original space still owned (15 spaces, 1500)

* 400 points for owning at least one of these spaces (warm water port): Turkey, Iran, Pakistan. 600 points for owning two, 750 for owning all three (750).

* 75 points each for owning any of the following: RBA, EFI, EPD, ECZ, ENO, EHU, ERO, IAF, EBU, EEG, EAU, EYU. (12 countries, 900)

* 5 points for each other country owned (194 spaces, 970)

* 25 points each if has the most navy in WBR, WBT, WBK, or WJA (100)

Max: 4145

Player #13: USA.

* 100 points for each part of USA still owned at end of game (13 spaces, 1300 points)

* 300 points for owning Panama (300)

* 50 points each for owning Midway, PLU, PMI (150)

* 25 points for each player who still owns at least one country at the end of the game (including USA) (13 players, 325)

Another 150 points if China still owns at least one country, and 200 if the country China owns is a "C" country. (200)

* 10 points for each space still owned by its original player at the end of the game, with the exception of USA spaces, Germany, Italy, and Japan) (151 spaces, 1510 points)

Monroe Doctrine: 200 points if no major power owns a space starting with N or S that it didn't own at the beginning of the game (200)

* 25 points each for having the most navy in WWA, WGM, WNP, WMP (100)

* 100 points if Low Countries still owns any of the following: EDE, ENE, ELU, or EBE (100)

* 25 points if Switzerland is still a minor (not

occupied) (25)

Max: 4210

If you are willing to take a standby position or any new position at a reduced rate, let us know. Specify the maximum turn fee you are willing to pay, and whether you want only a new game, or a game already started. We reserve the right to delay a game while waiting to insert a standby, and whether or not a standby will be inserted is solely at our discretion. In order to avoid the possibility of someone paying a friend to take over an abandoned position, you may NOT specify in WHICH game you want to be a standby.

Email games at rickloomispbm dot com or call 480-945-6917