





TABLE OF CONTENTS

BASIC RULES 1.02m

1. INTRODUCTION	4
2. CONTENTS	4
3. GAME MAP	4
3.1. Summary of Terrain Types.....	4
4. UNITS	5
4.1. COMBAT UNITS (CU)	5
4.1.1. Ground units.....	6
4.1.2. Hidden units.....	6
4.1.3. Naval units.....	6
4.1.4. Air units	6
4.2. SUPPORT UNITS (SU)	6
5. LEADERS	7
5.1. Symbols and Ranks	7
5.2. Maximum Command and Penalties.....	7
5.3. Hidden Entry.....	7
6. TESTS AND DIE ROLLS	8
7. TURN	8
7.1.1. Event/Cards phase	8
7.1.2. Production phase.....	8
7.1.3. Supply phase	8
7.1.4. Action phase.....	8
7.1.5. Placement Phase.....	8
7.2. Next Player and End of Scenario	9
8. CARDS	9
9. STACKING	10



10. MOVEMENT	10
10.1. General Principles	10
10.2. Naval movement.....	10
10.3. Naval transport.....	10
10.4. Amphibious landing	10
10.5. Land movement	11
10.6. Aerial movement	11
11. INTERCEPTION, EVASION AND SEARCH	11
11.1. Interception.....	11
11.2. Evasion	11
11.3. Interception / Evasion/ Search test	12
11.4. Aerial interceptors.....	12
11.5. Search of Hidden Units	12
12. BATTLE	12
12.1. Battle steps details	13
12.1.1. Battle Bonuses / Malus	13
12.2. Rout Test.....	14
12.3. Pursuit	14
12.4. Leader's Loss.....	14
12.5. End of Battle	14
12.6. NAVAL BATTLE	14
12.7. AERIAL BATTLE	15
12.8. SIEGES	15
12.9. Siege test	15
13. SUPPLY	15
13.1. Supply sources	15
13.2. Checking Supply.....	15
13.3. Guerrillas.....	16
13.4. Penalty applied to unsupplied units	16
13.5. Effect of Logistical Units.....	16
13.6. Fortresses and Supply.....	16
14. VICTORY	16
15. RULE PROBLEMS	16



ADVANCED RULES

 1. HORDES	17
 2. STRUCTURES PRECISIONS	17
2.1. Cities / Production Region.....	17
2.2. Fortresses.....	17
2.3. Airbases.....	17
 3. ECONOMY	17
3.1. Income.....	17
3.2. Maintenance.....	17
3.3. Repair and Replacements.....	18
3.5. Reinforcements.....	18
 4. ARMOR & BREAKTHROUGHS	18
 5. TECHNOLOGY	18
 6. MILITARY SUPREMACY AND MORALE ASCENDENCY	18
 7. FREQUENT TERMS	19
 8. ICONS AND SYMBOLS	19
 9. BATTLE EXAMPLE	21



BASIC RULES 1.02m

1. INTRODUCTION

Wars across the World is a set of game rules allowing you to play different scenarios/games covering possibly all conflicts of mankind (*from the Ancient era to present days*), or even fantasy-based themes. The game is played in turns, each player alternatively within the same turn.

Each specific scenario gives the maximum number of players as well as the number of turns.

These rules are the same for each game/ scenario. Advanced rules (*in red*) only apply in some scenarios/games.

3. GAME MAP

The map is divided in regions, themselves subdivided into areas and theaters (*theaters are usually groups of areas*), in which the various units are placed.

Different types of terrains appear on the various regions of the map, impacting movement and combat. Each unit requires a certain number of MP to enter a region, depending on terrain.

Terrain can give various bonus/malus to combat and/movement, which may or may not be cumulative.

3.1. Summary of Terrain Types

Clear: 1 Movement point (MP) / no battle modifier.



Forest (difficult): 2 MP / -1 to each C type attacker. Pursuits are not authorised.



Hills/Rough (difficult) 1 MP / -1 to each attacker that does not belong to the M type.



Mountain (difficult) 2 MP / -1 to each attacker that does not belong to the M type. Breakthroughs or pursuits are not authorised.



2. CONTENTS

- A map of the regions where the scenario is being fought;
- Counters representing units parts of the said scenario;
- Also some markers for ingame information.

In the boardgame version:

- A ten-sided dice (*referred to as D10*), where 0 corresponds to zero, 0, not ten, 10;
- A rule book;
- A booklet of specific rules for some scenarios.



Swamps / Jungle (difficult) 2 MP / -1 to all attackers. Breakthroughs or pursuits are not authorised. Stacking is limited (difficult terrain).



Desert (difficult) 1 MP / no battle modifier. Will impact attrition if it is in vigor in the scenario. Stacking is limited (difficult terrain).



Urban (difficult) 2 MP / -1 to each C or B type attacker. Breakthroughs or pursuits are not authorised.



Impassable (region or region boundary that cannot be entered or passed through by any units except air units).

Neutral (impassable region or region border).

Minor River: +1 MP / +1 battle bonus to defenders on first round only (0 if bridge).

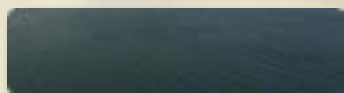


Major River: +2 MP / +2 battle bonus to defenders on first round only (0 if bridge).

Roads: ½ MP if the movement follows the road / Battle modifier according to the region.

Railroads: 0 MP if the movement follows the railroad / Battle modifier according to the region.

Seas/Lakes (only air or naval units): 1 MP.



Port: a port is considered as a « mini » region (within a land region) that shelters naval units within a land region. The opponent's navy cannot attack a friendly fleet stationed in a port.



4. UNITS

We basically distinguish between Combat Units (**CU**) and Support Units (**SU**).

4.1. COMBAT UNITS (CU)

See following sketches representing a **standard Combat Unit (CU)** counter.



One CU has the following info:



- **Morale factor:** MF (top right);
- **Movement factor:** MP (bottom right);
- **Combat factor:** CF (bottom left).

NB: if this factor is in a square, it is a H (Heavy) unit (see Combat for effects)

• **Skirmisher, Elite or Guard:** if present, the symbol **Sk** (or sometimes with an archer or crossed guns symbol) denotes a Skirmisher unit, **E** (or a medal) denotes an Elite unit, a **Gd** denotes a Guard unit (a unit can even be both). **Suicide** units (killed after one round of battle) are shown by a skull.



• At the top left, a **General Type** identification letter or symbol, as follows:

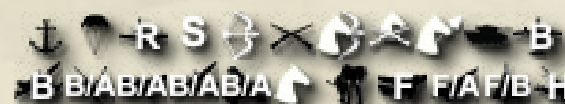
- | | |
|-------------------------------------|-------------------------------|
| C – cavalry/armor; | Bomber ; |
| M – Mountain; | CV – Aircraft Carrier; |
| G – Guerrilla; | SS – Submarine; |
| T – Transport; | S – Siege; |
| A – Archers/Artillery; | D – Discovery; |
| N – Naval/Marines; | I – Interceptor; |
| Air – Air units [B = | P – Para; |



H – Helicopter;

L – Logistics.

AA – Anti-Air units;



• Maybe an **element specific to the scenario** (represented by a symbol that will be indicated case by case in the scenario rules).

The counter also displays a name, a silhouette and a colour code and background corresponding to the nation (or a sub-nation of the main nation) the unit belongs to.

The units size can vary depending on the scenario played, from a small company to a complete army. Some units can enter the game face up or face down (= hidden or damaged), depending on the scenario.

Some units have two sides, full force on the front side, weakened (= reduced) on the back side (applies to those with 2 steps – see above).

4.1.1. Ground units

They can only move into land regions. Most of them can be transported at sea by naval units, some others by air units (with an exception to Heavy Units, A support units and C combat units for the latter).

4.1.2. Hidden units

Guerrilla units can, during their movement phase, be placed on the map with their hidden side up (or enter the game hidden). They can then no longer attack, be attacked (except if the enemy unit succeeds in a recon test in the region in which the units are.) A max of six units (excluding leaders) can be hidden in a same region at the same time. All those in excess must be put face up. Any attack from a hidden unit forces it to be turned face up (revealed).

4.1.3. Naval units

They can only move in sea regions (sometimes in major navigable rivers) and in ports. Any city, colony or fortress on the coast is considered as a port (usually identified on map by an anchor symbol).

4.1.4. Air units

They always have to be stationed on airbases/ airports situated on the map, or on aircraft carrier naval units (or sometimes off-map airbases regions).



They are not concerned by the terrain movement costs (except neutral regions that they cannot pass) and all regions cost 1 MP.

NB: do not forget the air units have to possess enough MP to come back to a base after their mission or raid.

Air units with an * as movement value have unlimited range and movement on the map (e.g. the B29 bomber above).

4.2. SUPPORT UNITS (SU)

Most Support Units (**SU**) are usually the Artillery (**A**), Anti-Aircraft (**AA**) or Logistic type (**L**) units.



They have no combat or morale values because these are not computed during calculations. This is indicated on the counter (or the DB for the digital version).

They also do not count for stacking.

Support Units found alone with enemy CU are eliminated at the end of the movement phase.

Some air or naval units can also act as support units (being mainly flying or floating artillery types).





5. LEADERS

Leaders are special units representing military commanders and/or particularly influent kings. Their counter is represented below:



A leader has:

- **Morale factor:** MF (top right);
- **Movement factor:** MP (bottom right);
- **Combat factor:** CF (bottom left), which can be negative (rarely), positive or null.

*NB: some have specifics values (usually a * symbol next to the value).*

- **Rank (***):** beginning at 1-star * and goes up to 3-star ***, sometimes even a crown or an eagle for a monarch or an emperor.
- **Hierarchy:** usually a letter just under the MF, showing the rank. It helps determining which among leaders of same rank is commanding if more than one is present on the same stack.

NB: not always present if not required by scenario.

- Sometimes an **element specific to the scenario** (represented by a symbol that will be indicated case by case in the scenario rules).

They can enter face up or down (= hidden) depending on the scenarios.

5.1. Symbols and Ranks

Different symbols are used for leaders ranks:



- Monarchs are symbolised by a crown. They command in priority ground units.
- The most important military commanders are symbolised by 3 symbols***. They command ground/naval units in priority if no monarch is present. Then you find the 2 symbols ** leaders, then the 1 symbol * leaders.

- If many leaders of the same (and highest) rank are on the same stack, the commanding one is that of the highest hierarchy letter (A before B, etc...).
- Aerial leaders (symbolised by a bird's wing) always have to be with air units and cannot command other types of units unless otherwise specified.
- Naval leaders (symbolised by anchors symbols) always have to be stacked with fleets.
- In some cases, leaders can command more than one type of combat units (e.g. naval and land), this is specified in the scenario.

5.2. Maximum Command and Penalties

- **1*** Leaders can lead without penalty up to 5 Combat Units (CU);
- **2**** Leaders can lead without penalty up to 10 CU;
- **3***** Leaders and Monarchs can lead without penalty all stacks with any number of CU.

Penalty : -1 to Moral and -1 to Combat for a leader exceeding the maximum command (add an extra and cumulative -1 for every excess of 5).

5.3. Hidden Entry

When a leader enters the game hidden (face down), none of the players (even its owner) can discover its characteristics until a battle involves him. Once revealed, a leader will remain face up till the end of the game. When a new leader is to be placed hidden on the map, it is drawn randomly from the pool of leaders provided by the scenario.

A leader Morale (MF) factor is essential in battles, the higher the factor the more the leader can influence on the battle result, as the factor is used to calculate the demoralization threshold of the stack he commands.

Leaders can be removed from the game during a battle (death or injury).

Land units without leaders - except paras and marines - cannot attack (but they can defend). Naval and air units do not need leaders to attack (or defend).



6. TESTS AND DIE ROLLS

This game is based on die rolls using ten-sided dice.

- A natural dice roll of 0 is always a success, (but on the contrary, a roll of 9 is not always a failure).

- If the results have to be rounded; they are always rounded up.



7. TURN

This game is divided in turns. Each turn is composed of different phases that are the same for each player, starting with the first.

During his turn, the first player follows the following:

7.1.1. Cards/Reinforcement phase:

I.a. Player 1 draws a card from the top of his deck;

I.b. Units received via Reinforcement (scenario rules) are placed on the map.

7.1.2. Production phase:

[optional according to scenarios]:

II.b.1. Money income: player receives all its income;

II.b.2. Maintenance payment: player pays for all his forces on the map;

II.b.3. Purchase of units and/or structures: player may purchase with remaining funds the units and structures still available in his pool.

7.1.3. Supply phase:

[optional according to scenarios]:

All units that are still not in supply (since the

previous turn) are removed. Then Player 1 checks which of the new units are not in supply.

7.1.4. Action phase:

a) First Aerial Phase: players moves part or all his air units. Interception can occur. Loading/embarking (only) land units on air transport units is made at this stage.

a)1. Aerial Combat SubPhase: Player 1 solves all his air battles in the order he chooses (this is when Bombardments are resolved, and also when air drops are handled or landing from air transports).

[optional according to scenarios]:

b) Naval Movement Phase: Player 1 can move all or part of his naval units. Interceptions may occur.

Loading/embarking (only) land units on naval transport units is made at this stage.

b)1. Naval Combat SubPhase: Player 1 solves all his naval battles in the order he chooses.

[optional according to scenarios]:

c) Land Movement Phase: Player 1 moves all or part of his army. Landing/disembarking (only) land units from naval transport units is made at this stage.

c)1. Land Combat Sub-Phase: Player 1 resolves all land battles in the order he chooses.

c)2. Breakthrough Movement and Combat Sub-Phase: Player 1 resolves moves and ensuing combat of all units that were able to breakthrough in one of the previous battles of the preceding subphase.

d) Siege Phase: Player 1 solves all its newly started and ongoing sieges.

e) Second Aerial Movement Phase: same as IV.a. above, some air units may be restricted and not be allowed movement in this phase.

[optional according to scenarios]:

7.1.5. Placement Phase:

Placement on the map of all units and/or structures bought by the player this turn.



7.2. Next Player and End of Scenario

When Player 1 has completed his turn, Player 2 proceeds to the play of the same sequence(s) during his own turn, and so on.

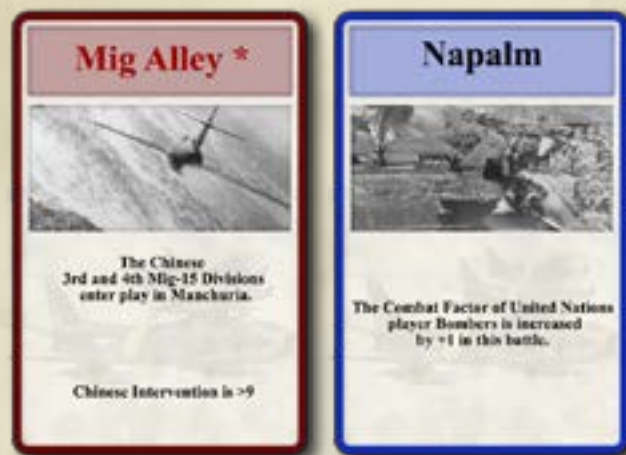
If other players appear at the start of or during the game, always follow the same turn structure as Player 1 in the order of the players as precised in the scenario setup.

When all players have played their turn, a verification phase starts to check if one player has won: if a player has reached his victory objectives, he wins the scenario/game. Otherwise another turn starts for each player, and so on.



8. CARDS

Each player has his own deck of cards. These can be played to the player's profit or against one (or more) player(s) to disadvantage him (them).



The way to use of each card is indicated on it. Just follow the written instructions.

Each card has one (sometimes two) usage possibilities that the player has to select when he uses the card.

Choice 1 : Card play as a Generic event: this choice influences the game on different

aspects except in battles. It can be played during the game phase précised on the card.

Choice 2 : Card play as Battle event : This choice influences only the battle in progress and can only be played at the beginning of a battle round.

When a player chooses an option on a card, it is discarded and the other option cannot be played any more. However, some cards effects may apply for more than one single turn (they are usually printed with a red title and the symbol .

The mention of a * on the card indicates that, once played it is definitively discarded from the game (usually, the card title is also printed in red in this case).

Some cards require the existence of conditions (e.g. need resources like money, scientific/technologic levels or a Victory Points cost) to be played.

Example: cost = 4\$ means the player will need to pay 4 financial resources to play his card.

Some cards can only be played before or after a specific turn.

Example: <T4 means the card will not be playable before the fourth turn.

Some scenario may divide cards in different decks (deck I, deck II, deck III...) to use in a specific order: the player shuffles the cards of his deck I, draws them all before starting over again with deck II, and so on...

If a **maintenance phase** appears in the scenario, it is then possible to pay to draw one or more cards than normal.

If certain conditions are not met to be able to play a card, this one will not be playable and the player will have to wait to meet them before playing the card. Note that a card played defensively is not lost if the battle it was supposed to apply to has not taken place.

During the Event Phase, each player draws randomly one single card from his personnel deck. He can then, during the turn, play all or part of his playable cards in his hand. He can also keep them for later.

A player can hold a maximum of 5 Cards in his hand (all extra must be discarded at the end of his turn).



In a scenario, we can find the following **cards**:

- **Battle** cards (leader hit, defection,...);
- **Movement** cards (storms, bad weather,...);
- **Supply** cards (forage, diseases,...);
- **Event** cards (historical or not);
- **Economic** cards (More income, food shortages,...).



9. STACKING

There is no limit to the stacking of ground units on the same region, but only 6 can be stacked in a difficult terrain.

Leaders, Heavy (H type) units and structures are not taken in account in the stacking limit of ground units.

There is no limit to the stacking of naval units.

The stacking limit of aerial units are limited by the airbases' capacities, if indicated (if none indicated, stacking is unlimited).



10. MOVEMENT

10.1. General Principles

The following rules apply:

- You are never obliged to use all the MP of your units.
- A ground unit stack that enters a region occupied by a declared enemy (that is not on its hidden side for guerrillas) immediately stops its movement and starts a battle that will be played in the ensuing **Battle** subphase.
- A naval unit stack can cross a region occupied by declared enemies without fighting if under '**Evasion**' mode, except if it is intercepted by these enemies.
- A player can **drop off any units** he chooses

during the stack's movement. Dropped off units can no longer move during this turn (even if they still have MP left).

• If he wants to **merge his stack** with another stack situated in a different region, once the merge is complete, both stacks can no longer move this turn.

• A **leader** can move all by himself at its own risk: any enemy unit/stack that enters the region where he is located (unless if he is inside a fortification) will automatically destroy him.

10.2. Naval movement

During the naval movement phase, a player can move all or part of his navy in the limit of his ships' MP.

Leaving or entering a port counts for 1 naval MP.

If enemy ground units take possession of a region containing a port in which are stationed friendly naval units, those have to evacuate the port into the adjacent sea region and are automatically intercepted by any enemy naval stack present there.

10.3. Naval transport

A friendly naval unit that has a « **T** » symbol (top left of the counter) and that is in a port may, at the beginning of the naval movement phase, load ground units and carry them on sea regions it will travel through/to.



T2 means the transport unit may carry 2 lands units, T3 it can carry 3, and T* can carry an unlimited number of land units.

NB: leaders cost nothing to transport.

If the transport naval unit reaches a friendly port, then the ground unit on board immediately and automatically disembark from their transporting ships and will be able to move during the next ground movement phase.

10.4. Amphibious landing

A ground unit transported can disembark in a region that does not contain a friendly port. In this case, during the ground movement phase, all the unit's MP are used to disembark into an adjacent land region.



If enemy units/stacks are in this region, a battle is engaged and the enemies (*defenders*) have a defensive battle bonus of +2 upon the landing (*first combat round only*).

If a disembarked unit is defeated, it is eliminated because it cannot retreat (*even on the ships that were used to land it*).

Marines units (*with an anchor symbol*) and Commando units do not suffer some of the MP penalties (*landing costs them only 1 MP*) and can retreat in case of defeat.

10.5. Land movement:

The units' movement points (*MP, indicated on the bottom right of the counter, MP section*) allow them to move in regions by spending their MP depending on the land terrain cost.

You are never obliged to use all the MP of your units during the movement phase.

Non fixed units (*scenario instruction*) can always move at least to an adjacent region, even if their MP factor does not allow it in theory because of the said land region cost.

Fixed units (*depending on scenarios, a fixed unit usually has a MP factor of zero*) cannot move by themselves.

A maximum of one land stack (*led by a leader, as it is an attack*) may enter a region occupied by an enemy land stack (*with at least one CU*) in the same turn.

You can overrun your revealed enemy in a region if your ratio in number of units is 8-to-1 in Combat Units (*excluding leaders, camouflaged and support units*). In this case the enemy units are eliminated and the overrunning units can continue moving by spending one MP (*if none remains, they will stop in the region where the overrun took place*).

10.6. Aerial movement:

Friendly air units can move from their airbase to their objective.

Beware: these units have to keep enough MP to get back to their airbase once their mission is finished.



An aerial unit that has a « T » (or T2) symbol may transport a friendly ground combat unit (*excluding heavy units, as well as A and C types units*) if, at the beginning of the aerial movement phase, the friendly ground unit is in the same region as the air unit, it can be loaded in it.

 If the aerial unit has the « H » symbol (*for Helico*), it can 'take back' any ground unit it had initially transported after any eventual battle and return it to the starting (*airbase*) region.



11. INTERCEPTION, EVASION AND SEARCH

Naval Interception and Evasion are usually declared by the non-active player (*i.e. the one not currently taking the various steps of the turn's phases*). Same for Aerial interception. Searches are conducted by the active player.

11.1. Interception

A naval stack that chose Interception is looking for battle.

If it enters a region with enemy naval units also on Interception, a battle automatically takes place.

Also, during the opponent's turn, the said naval stack may attempt to intercept any enemy stack moving through the region where it is located by attempting an Interception test.

Once a stack/unit is intercepted, the moving stack/unit must stop its movement and a battle immediately begins.

During this battle, the unit/stack that is intercepting is the attacker.

11.2. Evasion

A naval stack that chose Evasion is attempting to avoid battle. If it enters a region with enemy naval units, it will not start combat (*be may be subject to Interception*). During the enemy movement, the stack under Evasion may also attempt to escape battle if an attacking enemy enters its region.

Any stack that can do so may try to escape into

an adjacent friendly or empty region (*only if one exists*) if an enemy unit/stack enters its region (*evasion is voluntary, not mandatory*). In case of failure, no other test is made and battle starts, in which the enemy will gain an extra dice-roll bonus of +1 to its CF.

A unit/stack cannot avoid a successful interception.

A unit/stack cannot Intercept and Evade at the same time.

11.3. Interception / Evasion/ Search test:

Interception/Evasion test: Success on a roll of 0-3 on 1D10.

These modifiers apply:

- **+/- CF** bonus of commanding leaders if present;
- NAVAL: **+3** against any lone naval unit in interception;
- NAVAL: **-3** against one or more units leaving a port in interception;
- NAVAL: **-3** against a single naval unit in evasion;
- ALL: **-3** if the enemy units are 5 or more.

11.4. Aerial interceptors (F):

Any aerial unit of **F** type that are placed on top of a friendly ground stack at the beginning of their movement phase and stay there until the end of the enemy's turn are interceptors (*those units must have the letter F in the top left part of the counter, as on the F86 or Mig15 below*).



If the enemy attacks the said stack with his own aerial units, the latter are automatically intercepted by the interceptors. If enemy aerial units attack another friendly ground stack on a different but adjacent region, the interceptors will have to test to intercept them. In case of multiple aerial enemy raids, the interceptors will first



defend their own region (*if attacked*), otherwise they will intercept the first target region where the interception test was a success.

11.5. Search of Hidden Units

In order to put face up hidden enemy units inside a region during the player's own turn, the same interception/evasion/search test is made for both the land and air units present in the said region (*air units first during the air movement phase, land units last during the land movement phase*).



12. BATTLE

When two enemy stacks (*with non-hidden units*) are in the same region, a battle must begin. It lasts two rounds in a land battle (*unless of course one side wins after the first round*), and one single round for naval and aerial battle.

These are the different battle steps:

- > **I. Designation of the Commander in Chief (CinC) for each of the two players.**
- > **II. Determination of the Base Morale Value (BMV) of each stack (the average morale of units present in the stack).**
- > **III. Beginning of Round 1: The attacker can reveal or not a battle card, then the defender can do so too. Calculation of bonus/malus to the dice for each involved unit.**
- > **IV. Air units can intervene (if there is one or more present).**
- > **V. Each unit fires (= roll dice).**
- > **VI. Calculation of losses on each side.**
- > **VII. Demoralization Check (of one or both) sides.**
- > **VIII. Rout of a side or (if none start of Round 2).**
- > **IX. Retreat and Pursuit.**
- > **X. Check if any leader is dead.**
- > **XI. Calculation of VP gains and losses.**



12.1. Battle steps details:

I. A leader present must use his combat factor (CF), be it positive or negative. If more than one leader is present, it is the CF of the higher ranking leader that is taken in account. In case of ties, the general that will give his factors is the one with the highest hierarchy (*A is first, then B, C, etc...*). If no leader is present, the CF is considered to be equal to zero.

II. Each side Army Morale Value (AMV) is calculated this way: add up the Morale (M) value of the CinC leader with the Base Morale Value (BMV) of the stack. Generally, morale for units varies between 1 (*low morale*) and 3 (*high moral*). The result is rounded up (*from 0.5+*) to the next full value, or down if 0.5- (*no decimals*).

III. Beginning of Round 1: each player can play one (*or more*) battle card(s) from his hand, starting with the attacker. Once the attacker has revealed his card(s) (*if he chooses to play some*) the defender does the same thing.

The cards usually influence some elements or phases of the battle.

IV. Each player checks / calculates his bonus/ malus to the dice roll (*see list and details next*).

12.1.1. Battle Bonuses / Malus:

- **Leaders «Combat»:** The opposing leaders subtract their respective CF values. If the result is positive for a side, this bonus is applied to each of the side's Combat Units dice-rolls. If negative, nothing applies.
- **Leaders «Morale»:** The opposing leaders subtract their respective morale (M) values. If the result is negative for a side, this malus is applied to each of that side's units dice-rolls.
- **Cavalry/Armoured/Tanks («C» type units):** if a side has twice the number of «C» Combat Units (CU) than the other, all its CU (*of all types*) have +1 on each combat dice-rolls. If it has three times the number of «C» CU, +2 and so on (*up to a maximum of +3*). If a side has C type CU and the other not, it gains a bonus of +1 for unit; +2 for two, +3 for 3 or more (*+3 is always the maximum*). See also Heavy Units below.



- **Artillery («A» type):** if a side has twice as many «A» type support units than the other, each enemy unit loses 1 on its dice-rolls. If it has the triple, the loss is -2, and so on until a maximum of -3. See also Heavy Units below.



- **Heavy units:** each Heavy unit cancels a C type opposing combat unit OR an A type opposing support unit (*if no C present*), for the above calculation of dice roll modification. Heavy C units get both the C bonus and the Heavy bonus. Non-C Heavy units are not allowed to pursue (*see pursuit below*).



- **Terrain modifiers** are added/subtracted (*see chart/ list above*);
- All these bonus and malus are cumulative, giving a final dice-roll modifier to all CU of a given side;
- Depending on the games/scenarios, there can be a limit to the maximum value of cumulated bonus or/and malus;
- **An Elite CU (E)** can roll its dice a second time if it failed its first die-roll (*i.e. it gains a re-roll if it did not score anything the first time*).

V. Air units of each side, if present in the region may also participate in a ground combat. After they survived possible interception, they can fight as normal combat units or be considered as «A» type units (*to obtain this bonus, if they have that possibility*), depending on what characteristics/type/function they have.

VI. Then the first round of the battle starts, with every CU rolling a D10 in succession. If the result is strictly inferior to the modified CF factor of the 'firing' CU, it inflicts a hit on the opponent.

- **Skirmishers**          CU (*such as those with Sk indicator*) only inflict panic results (*no hits*).

VII. If the result is equal to the modified combat factor of the CU, the enemy CU with the lowest

morale factor panics: it is not destroyed, but it cannot fight until the end of the battle. However it is still counted present, and its panic counts as a loss of a morale point. AINb: **Guard units** can not receive Panics (*ignore them*).

- **Restrictions:** Aerial units that are «F» type, or AA units, can only shoot at enemy air units. Air units of «B» type may only shoot at ground or naval units. Air units of the FB type may shoot either categories normally.

VIII. The first CUs that a player must remove are the panicked ones. Then the hits suffered are assigned by the player that suffers them on his CUs that are not panicked. A CU that has two steps (*i.e. double-sided*) can be turned face-down (*showing its weaker side*) after it has suffered a hit. Already weakened CUs, or those having only one step, are eliminated when suffering a hit. Leaders and Support Units cannot be selected to take a hit.

IX. For each CU eliminated (**important: a hit suffered by a 2-steps CU entails the CU to be put face-down, BUT is not considered as an elimination**) and panicked CUs, from the beginning of the battle, the player loses a morale point from its initial AMV (*Army Morale Value*). If this one becomes negative, the whole stack is demoralized and must submit a rout test.

X. A demoralized stack must effectuate a rout test. If the two opposing stacks are demoralized during the same round, the player that suffered the most hits and panics (*combined*) is the one who takes the test first (*the other side will take its test afterwards, if need be*).

XI. If no camp is routed, a new round starts.

During a non simultaneous battle (*often the case in naval battles*), a side being demoralized before even fighting does not reply in battle but immediately makes the rout test instead.

12.2. Rout Test:

- **0-4 – the army is not routed.** It has to retreat except if the enemy is demoralized too and fails its own rout test in succession.
- **5-9 – the army routs!** Half of the Support Units of the losing side are eliminated (*the rest retreats*). Halves are rounded up.



IMPORTANT: Air units in support are never concerned by this rule, they automatically return to their base.

12.3. Pursuit

If you routed your enemy, all victorious «C» CU on your side make an extra battle round, if the terrain permits it.

Important: each Panic result in this special pursuit round automatically becomes a hit.

Pursuit Modifiers:

- **+1** for each enemy unit in Panic;
- **+** the CF of pursuing stack leader if of 'C' type.

12.4. Leader's Loss

At the end of a battle, all leaders that have participated can be eliminated. Roll a die for each leader in the stack.

If a leader rolls a 9+ with a D10 with the modifiers below, it is eliminated.

Leaders' hits test modifiers (all cumulative):

- **+1** if the leader's side lost;
- **+1** if all the units in the stack were eliminated in battle;
- **+1** if the leader's side routed;
- **-1** if he is a monarch or a 3*** leader.

12.5. End of Battle

At the end of Round 2, if no army was routed, the army/ stack that suffered the most hits must retreat. In case of ties, the attacker retreats. The defeated army/stack must evacuate the region or enter a friendly fortress if present. If it was the attacker, its army/stack goes back from where it came. If it was the defender's, it must retreat towards their closest supply source free of enemy.

Complete Elimination: in case of impossible retreat, the stack is eliminated. If every CU of one side is eliminated, all its remaining Support Units are eliminated too.

12.6. NAVAL BATTLE

Naval battle has some particularities:

At the beginning of each naval battle, a Manoeuvre dice is rolled by each player to determine who



will attack first.

+ Difference of Combat Factors (CF) of each leader

+/-X depending on the scenario.

If a player wins the manoeuvre, he rolls his battle dices first. Then the defender replies with the units he has left (*i.e. after having taken hits and panics*). In case of ties on this roll, the battle is simultaneous.

For all scenario post 1400 AD: Range: the winner of the manoeuvre die also chooses the type of shooting range:

- **Long range:** Every unit shoots with a malus of -2;

- **Short range:** Every unit shoots normally.

12.7. AERIAL BATTLE

First, any aerial combat (*involving at least one air unit with an F parameter - if none is present, there is no air combat*) is resolved normal. Such a combat lasts only 1 round.

Then, if an AA unit is present in a region attacked by air units, the AA unit shoots at each of the attacking air units once. Hits and Panics are immediately applied.

Finally surviving air units may either attack directly enemy units by bombing them (*if B type*) or they participate in the battle as supports (*if A type, as if an artillery unit*).

12.8. SIEGES

A fortress (*a symbol on the map or a counter*) blocks the enemy movement, and prevents him from controlling the region and its income until the fortress falls.

NB: *it is possible to enter a region with an enemy fortress and no defensive stack with your own stack without a leader (in other words a leader is not necessary to enter and besiege an enemy fortress region).*

A fortress has a Defense Value (FDV) which is a number between 0 and 9. The lower the value, the more resistant the fortress.

After all normal combat in the region has been resolved (*if any*), and if at least 2 CU are present in a region containing a enemy fortress (without enemy CU present), the besieging units must

make a siege test. If only one besieging CU is present, there is no such test.

In case of surrender, the fortress counter is removed and the other side may re-activate it (*i.e. replace by one of it's own, if available*) to his own advantage.

12.9. Siege test: S

-If < or = to the Fortress Defense Value: the fortress is destroyed and all units/leaders eventually present in it are destroyed and eliminated.

-If > than the FDV, failure and the fortress is still standing.

Modifiers (all cumulative):

-1 per siege engine/unit present;

-1 if one or more A (*artillery*) SU units present;

-1 for every 5 UC sheltered inside the fortress;

minus (-) « S », the value of the « S » bonus of any such leader or unit present outside the fortress (*i.e. besieger*);

plus (+) « S », the value of the « S » bonus of any such leader or unit present inside the fortress.



13. SUPPLY

Supply plays a very important role in WaW, because units that are not supplied receive an important penalty, and can even be eliminated.

13.1. Supply sources

They are indicated by the scenarios, they can be different (*cities, regions, end of map...*) but are always indicated by a specific symbol on the map, or in the scenario rules.



13.2. Checking Supply

At the beginning of their turn, units that cannot trace a supply line of any length to a friendly

supply source (*i.e. without passing through a region controlled by enemies or an impassable region*) are considered unsupplied.

This "line" can pass through sea regions if the said sea regions are controlled by friendly ships only. It can also pass automatically between friendly ports, whatever the distance, if the way is not blocked by enemy naval units alone in the intervening sea region(s) blocking it.

13.3. Guerrillas

Gu Guerrilla type units never check supply (they are always considered as supplied). NB: for reason of simplicity, leaders stacked with guerrillas also never check supply.

13.4. Penalty applied to unsupplied units:

- They can only move 1 region;
- They cannot attack;
- -1 to their Morale;
- -1 to their Combat Factor;
- Unsupplied air units cannot fly.

At the beginning of the supply phase, if units are not in supply for the second time, they must be removed and, returned to the force pool (*unless otherwise specified in the scenario*).

13.5. Effect of Logistical Units

Any out of supply stack of units that also contains a Support Unit of Logistical « L » type can be put back in supply by destroying the said L unit.

13.6. Fortresses and Supply

Fortress exceptions: leaders and units that are inside fortresses are always considered in supply.



14. VICTORY

Each scenario specifies the victory conditions for each camp. A Victory point gauge allows each player to accrue (*or decrease sometimes*) his Victory Points (VP), turn after turn. These VPs may represent different things according to the scenario such as morale, influence, prestige, human loss, etc.....

In general, a player wins +3 VP when he wins a battle against an enemy stack composed of at least 6 units (*excluding leaders and « L » units*).

On the top of this, you can accumulate:

- +1 VP** for every 2 hits your opponent has in excess of yours;
- +1 VP** if an enemy ** leader is killed;
- +2 VP** if an enemy *** leader is eliminated;
- +4 VP** for eliminating the enemy's monarch;
- +1 VP** for a capture fortress.

The loser loses the same in negative (-1, -3...).

NB: *VP can never fall under 0.*



15. RULE PROBLEMS

In case of incompatibility between these rules and the rules of the scenario booklet, the rules dictated in the scenario are the ones you have to follow. In case of incompatibility between these rules, the rules dictated by the scenario booklet and the cards, you must apply the rules dictated by the cards.



ADVANCED RULES

1. BUNKERS & PARAS

Those units have particular behavior.

Bunkers: those units are immobile and will ignore all panics. In addition, if they are not destroyed in battle, the attacker loses the battle and must retreat, whatever the battle results.

Paras: those units can be loaded on transport planes and be drop into enemy regions from the plane. They do not need leaders to attack (even from land) and their attack can be in addition to another existing attack by another friendly stack (note that **Marines** will behave the same way, from sea transport, in addition to ignoring the Amphibious landing combat penalty).



2. STRUCTURES PRECISIONS

2.1. Cities / Production Region:

They are the locations where newly-built units enter play.

Usually, it is specified in the scenario or written at the back of the unit counter.



2.2. Fortresses:

A fortress allows friendly units to take shelter inside it, denying the enemy in the same region to attack them in the field.

A friendly fortress also blocks all enemy movement (and supply path): an enemy army entering a region with a friendly fortress must stop all movement.

To capture a fortress, a siege must be made.



2.3. Airbases:

Airbases are printed on the map (*usually an airfield or airplane symbol*) and used to stack air units. If one value is indicated next to an airbase, it is the number of air units that can be present on the airbase (*if none, stacking of air units is unlimited at the said airbase*).

REMINDER: structures are never counted for stacking limits.



3. ECONOMY

3.1. Income:

Figures indicated on the map usually show the Tax income (\$) of the region. By adding the Tax Value of all regions under the player's control, you get the player's Financial Income. In some scenarios, the rules or the cards can bring extra (*off-map*) income.

In some cases, other symbols present on certain regions (*e.g. wood, iron, minerals, goods, etc...*) are also added to the player's total income, as per scenario rules.

Note: only Tax income (\$) can be accumulated from one turn to the other, not the other resources. The total income may never be negative.

3.2. Maintenance:

As a rule, you must pay for your units' maintenance.

The more they are stacked, the more you pay:

- All your fleet if 1 or 3 units: 1\$;
- All your fleet if 4+ units: 3\$;
- All your fleet if 7+ units: 5\$.

- All your air force if 1 or 3 units: 1\$;
- All your air force if 4+ units: 3\$;
- All your air force if 7+ units: 5\$.
- Each land stack of 6+ CU: 1\$;
- Each land stack of 11+CU: 3\$;
- Each land stack of 16+CU: 5\$.

A «L» (*logistics*) Support Unit is never counted in the stack's number of units and allows the player to count the stack as being of one level/size less

(example: a stack made of 11 units and 1 L unit will count as less-than-10 stack and will pay only 1\$ instead of 3\$).

However, the cost can only be reduced by 1 level, whatever the number of L Support Units present in the stack.

If a stack cannot pay for it's maintenance, it suffers a loss of 20% of it's available steps (*rounded up*).

3.3. Repair and Replacements:

Units face-down must be put back face-up (*only if in supply and at the end of the player's turn*), at the cost of 2\$ per step. Each expenditure of 2\$ increases the «Replacements» marker by one level.

At the end of his turn the player can put back face-up as many CU he has as his current Replacement marker level. Replacements cannot be accumulated from one turn to another.

Naval units can use replacements only in friendly supplied ports. Same for air units in airbases only.

3.4. Purchases:

According to the scenario rules, it may be possible to buy new units or structures with the remaining \$ in hand. The rules will give the cost of these.

All newly-built units must be placed inside friendly regions, possibly a production region. Some units will sometimes have specific placement/production regions indicated on their counter, in which case they may only be placed in play in the said locations.

When new naval units are created, they appear on map as «under construction». They become operational only during the maintenance phase following the one they were placed on the map. If enemy units capture their location in the meanwhile, they will be immediately destroyed.



3.5. Reinforcements:

Units received as reinforcements (due to scenario rule or card play) are placed on the map or in the unit pool (*according to scenario rules*) at the end of the units placement phase.



4. ARMOR & BREAKTHROUGHS

For all scenarios with an historical date that is past 1917, all non-panicked "Armor" units (*C type with a Tank silhouette usually*) or "Mechanized" units (*M type with a halftrack silhouette usually*) of a victorious attacking land stack receive an extra movement, called 'Breakthrough Movement', followed by an extra battle, called 'Breakthrough Attack'. These are of course not mandatory, and may be forbidden by certain terrain types (*e.g. mountain, urban, jungle*), as specified in the scenario. In some scenarios, some leaders and air units can accompany breakthroughs.



5. TECHNOLOGY

Some scenarios may involve scientific or technological developments, usually via specific game rules or through card play.



6. MILITARY SUPREMACY AND MORALE ASCENDENCY

Some scenarios may involve military ascendancy or supremacy (*better tactics, weapons, élan, superior power, etc..*) or morale advantage (*patriotic fervour, religious zeal, etc...*). In such a case, all battle die-rolls made by the receiving



side(s) are made with a +1 (or more) bonus.

7. FREQUENT TERMS

- | | |
|--|-------------------------------|
| A – Artillery; | MB – Basic Morale; |
| C – Cavalry / Armor; | PM – Movement Point; |
| D10 – 10-sided dice; | HP – Hit Point (loss); |
| FC – Facteur de Combat / Combat Factor; | VP – Victory Point; |
| FM – Morale Factor; | T – Transport; |
| MA – Manoeuver Test; | CU – Combat Unit; |
| | SU – Support Unit. |

8. ICONS AND SYMBOLS





23



BATTLE RESOLUTION – Round 1

V – Attack Resolution of Each Unit (round 1)

Union Player rolls a D10 dice for each one of its combat units (CU), each with the cumulated modifier to the CF calculated before, here +0.

- I. 1st US Infantry:** D10 = 7. Die result **higher** than the modified CF. **Failure.**
- II. 2d US Infantry:** D10 = 2. Die result **lower** than the modified CF. **One HP inflicted.**
- III. 2d Kansas Infantry:** D10 = 9. Die result **higher** than the modified CF. **Failure.**
- IV. 1st US Cavalry:** D10 = 4. Die result **higher** than the modified CF. **Failure.**
- V. Fremont Body Guard:** D10 = 1. Die result **equal to** the modified CF. **One Panic inflicted.**
- VI. 1st Indiana Cavalry:** D10 = 5. Die result **higher** than the modified CF. **Failure.**

Confederate Player: battle rounds are simultaneous, so the Confederate player rolls his die, one for each combat unit, with the +1 modifier to the CF calculated above.

- VII. 1st Missouri State Guard:** D10 = 1. Die result **lower** than the modified CF. **One HP inflict.**
- VIII. 2nd Missouri State Guard:** D10 = 8. Die result **higher** than the modified CF. **Failure.**
- IX. 3rd Louisiana Infantry:** D10 = 6. Die result **higher** than the modified CF. **Failure.**
- X. Creeks:** D10 = 1. Die result **lower** than the modified CF factor. **Should be a hit but it will inflict a Panic result instead** (a «Sk» type unit can only inflict panics in battle, no HP, so all HP are converted into Panics).

VI - Calculation of Losses on both sides (round 1):

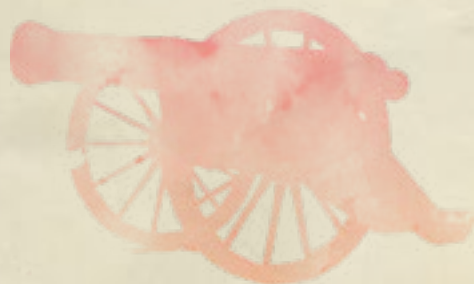
A. Union: suffered one (1) panic and one hit (1 HP). Player must apply Panics first, and they must be assigned to units with the lowest morale value in priority. The 2nd Kansas Infantry is the one with lowest morale and thus must suffer the panic. He then takes the hit on the 1st Indiana Cavalry which is eliminated.

B. Confederate: has also suffered one (1) panic and one hit (1 HP). Player must apply Panics first, and they must be assigned to units with the lowest morale value in priority. He chooses to take it on Creeks cavalry which goes into panic. Then the hit is assigned to the 1st MO State guard, a 2-steps units, which is then placed on its reduced side (1 HP suffered).

VII - Verification of Sides Demoralization (end of round 1).

A. Union: Base Morale 2 – 1 unit Killed – 1 unit Panicked = 0. The Union side is not demoralized (but dangerously close to).

B. Confederate: Base Moral 2 – 1 panicked unit = 1. Confederate side is not demoralized (indeed, the hit points 'absorbed' by the large two-steps division is not counted for the purpose of moral loss)



BATTLE RESOLUTION – Round 2

Remaining Forces

A. Union:



B. Confederate:



NB : the River crossing is done now, so the CF modifier is now +0 for both sides.

VIII – Attack Resolution of Each Unit (round 2)

Union Player rolls a D10 dice for each one of its combat units (CU), each with the cumulated modifier to the CF calculated before, here +0.

- XI. 1st US Infantry:** D10 = 7. Die result **higher** than the modified CF. **Failure.**
- XII. 2d US Infantry:** D10 = 2. Die result **lower** than the modified CF. **One HP inflicted.**
- XIII. 1st US Cavalry:** D10 = 1. Die result **equal to** the modified CF. **One Panic inflicted**
- XIV. Fremont Body Guard:** D10 = 1. Die result **equal to** the modified CF. **One Panic inflicted.**

Confederate Player: battle rounds are simultaneous, so the Confederate player rolls his die, one for each combat unit, with the +0 modifier to the CF calculated above (because river crossing no longer applies).

- XV. 1st Missouri State Guard:** D10 = 6. Die result **higher** higher than the modified CF. **Failure.**
- XVI. 2d Missouri State Guard:** D10 = 8. Die result **higher** than the modified CF. **Failure.**
- XVII. 3d Louisiana Infantry:** D10 = 4. Die result **higher** than the modified CF. **Failure.**

IX - Calculation of Losses on both sides (round 2):

A. Union: suffered zero panic (0) and zero hit (0 HP).

B. Confederate: suffered two panics (2) panics and one hit (1 HP). Player must apply Panics first, and they must be assigned to units with the lowest morale value in priority. He chooses to take them on the Missouri State Guards units (even if one of them is still a full 2-steps intact unit). The HP is assigned to the sole remaining CU, the 3rd Louisiana, which is therefore eliminated.

X – Demoralization and Rout:

Union: No changes, remains ar 0. Not demoralized (barely).

Confederate: BM = 2 – 3 Panicked units – 1 unit Killed = -2. Confederate is now demoralized. It loses the battle and must make a Rout test.

Rout Test: rout test automatically succeeds because the only remaining combat units of the Confederate are in panic (If one had survived, a die should have been rolled for testing).



Rout Implementation:

- I.a.** Half of the **Artillery SU** are destroyed (*rounded up*): 1 artillery (*the State Guard Bty*) is eliminated.
- I.b. Cavalry Pursuit:** allowed in clear terrain. The two Union cavalry CU each roll a D10 for pursuit, modified by +3, which is the number of enemy units in panic (*here there are three of them, one on round 1 and two on round 2*), as follows:



1st US Cavalry: D10 = 2. Die result **lower** than the modified CF. **One HP inflicted.**

Fremont Body Guard: D10 = 3. Die **equal to** the modified CF. **One Panic inflicted but considered equivalent as a hit during pursuits** (*all panics become hits*).



Confederate player chooses to eliminate the 1st Missouri State Guard (*1 HP left*) and to reduce the 2nd Missouri State guard.

Retreat: the only surviving CU from the confederate (*2nd Missouri State guard, reduced*), it now move in retreat to an adjacent friendly region.

XI - Potential Loss of leaders:

Test for the Union:

Leader Fremont: D10 = 4 (*Modifier is -1 for the *** leaders*) becomes 3. No effect. Leader Sturgis has not been in command, so no test for him.

Test for the Confederate:

Leader Jackson: D10 = 8 (*Modifier is +1 for defeat and +1 for the rout and -1 for *** leaders*), becomes 9, so he is hit. A second die is rolling giving a 4. He is therefore injured and will return to play in the next turn Confederate reinforcement phase.



FINAL RESULT AND VP CALCULATIONS

We thus have an uncontested victory for the Union side over the Confederates.

Confederate side (*loser*) did not have the 6 CU in the beginning that are required for major victories/defeats, it thus does not lose 3 VP (*and as a consequence Union side does not gain them*).

But Confederates suffered 5 HP (*4 combat units + the artillery SU eliminated*) against 2 for the Union side.

For each two hit points of differential, a VP is gained or lost. Here, the differential is 3.

Therefore the battle ends with a net a +1 VP for the Union (victor) and -1 VP for the Confederates (loser)