

Scenario

World At War

The Great War 1914-1918

Introduction

In this World War I scenario the Central Powers Germany and the Ottoman Empire face the Allies, a coalition of Russia, UK & France and the United States.

This scenarios has a few changed rules and some country specific rules.

Turn Order

1. Germany
2. Russia
3. Britain & France
4. Ottoman Empire
5. US

Changed Rules

Tanks- are now artillery, they move only one, and attack at two.

Aircraft- attack at two, defend at three, and move three

Bomber- are no longer used

Trenches- Defend at 5; 5 may be built in area, may be destroyed to satisfy losses.

Use any means to mark them. May only be built in Europe. Cost- 3 IPC

Colonial Oppression- Each colonial power (Britain, France, Germany.) must role a dice every turn, if a one is rolled, than a colony revolts, those IPC's are no longer added to the total of that country until the revolt has been crushed, one infantry unit represents the mob. Or, you may pay 2 IPCs to settle with the rioters. Any friendly units may move in and crush the revolt. The opposing players pick the revolting colony. (Canada and Australia may not revolt against Britain; Romania and the Balkans may not revolt against Germany.) (Any occupied territory may revolt, in place of a colony.)

The Italian Card- Italy can be decided by economic influence, pay double the cost and role a dice, four or higher, and Italy joins your side. Only one attempt may be made per turn. Italian forces are: 3 Inf, 1 Art, 1 Cru, 1 Trns

Lend-Lease- Any country may by material (other than inf) from the United States for a cost set by the America player, for a fee, it may even be transported on American ships. Germany, may sink up to three American cargo ships without declaring war, but an attack on a warship is a declaration of war. Typical fee; 1 IPC cheaper units, and 1 IPC to ferry across.

Country Specific Rules

Russia

Revolution- Starting on turn three, Russian must role a dice for revolution, if a three or blow is rolled, a revolution occurs, and Russia pulls out of the war. Russia may pay 5 IPCs to avoid making this role.

Germany

Reserves- On the turn after the beginning of the war, Germany may call up 3 Inf with out any charge.

Stormtroopers- On turn three, Germany may deploy two Stormtroopers battalions. These may attack at two, and nullify one trench.

Big Bertha- On turn four, Germany may build one ultra-heavy artillery piece that attacks at five. It may only be used during the first round of combat. It uses two dice.

Irish Influence- Germany may buy and place infantry in Ireland. (To represent Irish dissent to British rule.)

Mexican Influence- Germany may pay 4 IPCs and roll a dice, if 1-3 is landed, Mexico joins the war with 2 Inf and 1 Art, if a 4-6 is rolled, she does not. Either way, should Germany try this, it is a declaration of War against America.

Britain

Naval Intelligence- The British may pay 8 IPCs and roll a dice, a 4-6, and it was successful in breaking the German naval code. This may be done only once a turn, if obtained, it may be used once a turn to take a sub's sneak attack away, (i.e., what they hit shoots back.) Or give British ships a plus one during the first round of battle between surface ships.

Alternate Capitals- Should Britain fall, the Government in Exile rule may be applied.

Saudi Influence- Britain may deploy troops to Saudi when at war with the Ottoman Empire.

Replenishment at Sea- Any ship may rendezvous with a transport and double it's range.

France

Reserves- At the second turn after declaring war, France may mobilize 2 Inf free of charge.

Trenches- The French may build six trenches in France.

Fall of France- Should the home country fall, all colonies remain belligerent.

Ottoman Empire

Jihad- The Ottoman Empire may declare one Holy War per turn, making all the infantry attack at two for the duration of the attack.

United States

National Guard- Same as Original Game, only three infantry.

Economic Influence- Same as original game

War- May not enter until turn 3

Technology Rules

Same as original game, new technology is:

- Heavy Artillery(Uses 3 dice)
- Improved Fighter- (They now attack at three)
- Mobile Artillery- (Now Move 2)
- Industrial Technology(Same as In Axis and Allies)

Initial Setup

Russia

Russia- 3 Inf, 2 Art, 1 Ind

Karelia- 2 Inf, 1 Ind

Komi- 1 BBS, 1 Cru, 1 Trns

Finland

Poland- 2 Inf

White Russia- 3 Inf

Ukraine- 2 Inf, 2 Art

Georgia- 2 Inf, 1 Art, 1 Trns

Turkmen- 1 Inf

Buryat- 1 Inf

Soviet Far East- 2 Inf

All Other Brown Territories

Germany

Germany- 7 Inf, 4 Art, 1 Ftr, 1 Ind, 1 BBS, 2 Cru, 1 Trns, 1 Sub

Romania- 3 Inf, 1 Art

Balkans- 2 Inf

Nigeria- 1 Inf

Kenya- 2 Inf

Caroline Islands- 1 Inf, 1 Trns, 1 Cru

Marshall Islands

Britain

Britain- 3 Inf, 2 Art, 1 Ftr, 1 BBS, 1 Cru, 1 Sub, 1 Trns

Ireland- 1 Inf

Gibraltar

Egypt- 2 Inf, 1 Art, 1 Cru

Sudan

Rhodesia- 1 Inf

South Africa- 1 Inf

Pakistan

India- 3 Inf, Cru

Burma

East Australia- 1 Inf, 1 Trns

West Australia & Queensland

Central Canada- 1 Inf, 1 Ind, 1 BBS, 1 Cru, 1 Trns

Western & Eastern Canada

All Other British Territories from Original game

France

France- 5 Inf, 2 Art, 1 Ftr, 1 Ind, 1 BBS, 1 Cru, 1 Trns

French Med- 1 Cru, 1 Sub

Morocco

Algeria- 2 Inf

French West and Equatorial Africa

Congo- 1 Inf

Madagascar

East Indies- 1 Inf, 1 Cru, 1 Trns

All Other French Territories from the original game

Ottoman Empire

Turkey- 3 Inf, 1 Ind

Persia- 2 Inf

Trans-Jordan- 2 Inf

Iraq- 2 Inf

Syria- 1 Inf

United States

East US- 2 inf, 1 Art, 1 Ftr, 1 Ind, 1 BBS, 1 Cru, 1 Trns, 1 Sub

West US- 2 Inf, 1 Art, 1 Ind, 1 BBS, 1 Cru, 1 Trns

Alaska- 1 Inf

Hawaii- 1 Inf, 1 Cru

Philippines- 1 Inf, 1 Trns

Wake- 1 Inf

Midway- 1 Inf

Panama- 1 Inf

West Indies

NOTES:

- First Listed Territory is Capital
 - Use tanks to represent Artillery (Art = artillery)
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Barbarossa Scenario

World at War

Barbarossa Scenario

- by Drax -

Introduction

This scenario is designed for use with latest 3rd edition rules of Xeno's "World at War" expansion for "Axis and Allies" boardgame. The game turn is 5th (for the purpose of declarations of war) and the order of battle is the same as in original game. Japan did not exercise her double-impulse turn.

Initial deployment, territorial ownership and starting IPCs

Germany (45 IPCs)

Balkans: 4 INF, ARM

Italy: 2 INF, FTR, BBS, TRS, SUB

Libya: ARM

Finland: 3 INF

Germany: 4 INF, ARM, BOM

Norway: INF, CRU

France: 3 INF, FTR, SUB (directly West from France)

Atlantic (sea zone to the West of French sea zone) : SUB

Poland: 5 INF, 3 ARM, FTR

Rumania: 5 INF, 2 ARM, FTR

Vichy France

Algeria: INF, CRU, SUB

Syria: INF

Morocco

Madagascar

French West Africa

Commonwealth (37 IPCs)

United Kingdom: 3 INF, 2 ARM, FTR, BOM, BBS, CRU, 2 TRS

Egypt: ARM, CRU, TRS

Italian East Africa: INF

India: INF

Eastern Australia: INF

Queensland, Western Australia: empty

Eastern Canada, Central Canada, Western Canada: empty

Gibraltar: CAR

Malta: SUB

Sudan, Nigeria, Kenya, Rhodesia, South Africa: empty

Trans-Jordan, Pakistan, Burma, Ceylon: empty

Solomon Islands, New Hebrides, New Zealand, Maldives, Seychelles, Fiji Islands,

Mauritius islands: empty

Iceland, Falklands, South Georgia, Winward Islands: empty

France (7 IPCs)

French Equatorial Africa, Belgian Congo, East Indies,

Java, Borneo-Celebes, New Guinea, Society Islands: empty

Japan (26 IPCs)

Japan: 4 INF, FTR, 2 BBS, CAR+FTR, CRU, 2 TRS, SUB

Manchuria: 2 INF

Hofeh: 2 INF, FTR

Kwangtung: 2 INF

French Indochina: INF

Okinawa, Marcus Islands, Marshal Islands, Caroline Islands, Thailand: empty

Soviet Union (16 IPCs)

Ukraine: 3 INF, 2 ARM, FTR

Belorussia: 3 INF, ARM

Russia: ARM, FTR

Buryat: INF

Soviet Far East: INF, SUB

Karelia: 3 INF, SUB

Orel: 2 INF

Caucasus: INF

Kazakh, Omsk, Novosibirsk, Evenk, Yakut, Kamchatka: empty

North China: 2 INF

Mongolia: empty

United States (30 IPCs)

East US: ARM, FTR, BBS, TRS

West US: CAR, TRS

Philippines: INF

Hawaii: BBS, CRU, SUB

Panama, West Indies, Alaska, Midway, Wake,

American Samoa, Christmass Islands, Greenland: empty

China (6 IPCs)

South China: 4 INF

Sinkiang, Tsinghai: empty

Armed neutrals:

Afghanistan: INF

Argentina: INF

Brazil: 2 INF

Ireland: INF
Mexico: INF
Persia: INF
Peru: INF
Portugal: INF
Spain: 3 INF, ARM
Sweden: 3 INF, ARM
Switzerland: 2 INF
Turkey: 3 INF

This scenario was created by [Drax](#). It first appeared in rec.games.board. Drax also created a [Pearl Harbor scenario](#) for World at War.

Pearl Harbor Scenario

World at War

Pearl Harbor Scenario

- by Drax -

Introduction

This scenario is designed for use with latest 3rd edition rules of Xeno's "World at War" expansion for "Axis and Allies" boardgame. The game turn is 6th (for the purpose of declarations of war) and the order of battle is the same as in original game. Japan did not exercise her double-impulse turn.

Initial deployment, territorial ownership and starting IPCs

Germany (44 IPCs)

Balkans: 2 INF, ARM

Italy: INF, FTR, BBS, TRS, SUB

Libya: ARM

Finland: 3 INF

Germany: 4 INF, ARM, BOM

Norway: INF, CRU

France: 3 INF, ARM, FTR, SUB (directly West from France)

Atlantic (sea zone to the West of French sea zone) : SUB

Poland: 3 INF, ARM

Rumania: 2 INF

BeloRussia: 5 INF, 2 ARM, FTR

Ukraine: 5 INF, 2 ARM, FTR

Vichy France

Algeria: INF, CRU, SUB

Morocco

Madagascar

French West Africa

Commonwealth (37 IPCs)

United Kingdom: 2 INF, 3 ARM, FTR, BOM, BBS, CRU, 2 TRS

Egypt: INF, ARM, CRU, TRS

Italian East Africa: INF

India: INF

Eastern Australia: INF

Queensland, Western Australia: empty

Eastern Canada, Western Canada: empty

Central Canada: INF

Gibraltar: CAR

Malta: SUB

Sudan, Nigeria, Kenya, Rhodesia, South Africa: empty

Trans-Jordan, Pakistan, Burma, Ceylon: empty

Solomon Islands, New Hebrides, New Zealand, Maldives, Seychelles, Fiji Islands,

Mauritius islands: empty

Iceland, Falklands, South Georgia, Winward Islands: empty

France (8 IPCs)

French Equatorial Africa, Belgian Congo, East Indies: empty

Syria: empty

Java, Borneo-Celebes, New Guinea, Society Islands: empty

Japan (23 IPCs)

Japan: 3 INF, FTR, 2 BBS, CAR+FTR, CRU, TRS, SUB

Manchuria: 3 INF

Hofeh: 2 INF, FTR

Kwangtung: 2 INF

French Indochina: INF

Okinawa, Marcus Islands, Marshal Islands, Caroline Islands: empty

NOTE: Thailand is not controlled by Japan

Soviet Union (31 IPCs)

Russia: 3 INF, ARM, FTR

Buryat:

Soviet Far East: INF, SUB

Karelia: 5 INF, SUB

Orel: 5 INF, ARM

Caucasus: 5 INF

Kazakh, Omsk, Novosibirsk, Evenk, Yakut, Kamchatka: empty

North China: 2 INF

Mongolia, Persia: empty

United States (31 IPCs)

East US: 2 ARM, FTR, BBS, CRU, TRS

West US: INF, CAR + FTR, CRU, TRS

Philippines: INF

Hawaii: BBS, SUB

Panama, West Indies, Alaska, Midway, Wake,

American Samoa, Christmass Islands, Greenland, Iceland: empty

China (6 IPCs)

South China: 4 INF

Sinkiang, Tsinghai: empty

Armed neutrals:

Afghanistan: INF

Argentina: INF

Brazil: 2 INF

Ireland: INF

Mexico: INF

Persia: INF

Peru: INF

Portugal: INF

Spain: 3 INF, ARM

Sweden: 3 INF, ARM

Switzerland: 2 INF

Turkey: 3 INF

This scenario was created by [Drax](#). It first appeared in rec.games.board. Drax also created a [Barbarossa scenario](#) for World at War.

World At War

1942 Scenario

Introduction

In this 192 scenario all normal rules apply. Germany and Japan have already used their two turn impulses.

Initial Setup

Russia

Russia- 4 infantry, 2 armor, 1 fighter, *
Orel- 6 infantry, 3 armor
Karelia- 3 infantry, 2 armor, 1 fighter, 1 Cru, 1 Trans
Komi
Turkmen- 2 infantry, *
Uzbek- 1 infantry
Kazak- 1 infantry
Ural
Yakut
Buryat- 2 infantry
Soviet Far East- 2 infantry, 1 armor, 1 fighter, 1 transport, *

Germany

Germany- 3 infantry, 1 armor, 2 fighters, 1 bomber, 1 sub, 1 transport, *
Italy- 2 infantry, 1 fighter, 1 bbs, *
Libya- 2 infantry, 1 armor, 1 transport
Balkans- 2 infantry, 1 armor
France- 3 infantry, 1 armor, 1 fighter, *
Poland- 3 infantry, 1 armor, 1 fighter
Romania- 2 infantry, 1 armor
Norway- 1 infantry, 1 fighter, 1 Cru
Finland- 2 infantry
White Russia- 2 infantry, 1 armor
Ukraine- 3 infantry, 1 armor, 1 fighter
Georgia- 2 infantry, 3 armor
North Atlantic- sub

Vichy France

Algeria- 1 infantry
Morocco- 1 infantry

Great Britain

Britain- 3 infantry, 1 armor, 2 fighters, 1 bomber, 1 bbs, 1 cru, 1 transport, *
Western Canada
Central Canada- 1 infantry, *
Eastern Canada- 1 transport, 1 cru, 1 bbs
Gibraltar- Car+fighter
Egypt- 2 infantry, 1 armor, 1 fighter
Sudan- 1 infantry
South Africa- 1 infantry
India- 3 infantry, 1 fighter
Maldives- 1 transport, 1 cru
Eastern Australia- 1 infantry, 1 cru
Queensland, Western Australia, New Zealand, New Hebrides, Seychelles, Rhodesia, Kenya,
Nigeria, South Georgia, Falklands, Windward Islands, Malta, Cyprus, Italian East Africa

Free France

French West Africa- 1 infantry
Congo- 1 infantry
Syria- 1 infantry
French Equatorial Africa, Madagascar, Mauritius, Society and Fiji islands

Japan

Japan- 4 infantry, 1 armor, 1 fighter, 1 bomber, 1 transport, 1 cru, 1 bbs, *
Korea- 1 infantry, *
Manchuria- 2 infantry, 1 armor, 1 fighter
Hopeh- 2 infantry, 1 armor
French Indo-China- 1 infantry
Thailand- 1 infantry, 1 bomber
Burma- 2 infantry, 1 armor
Malaya
East Indies- 2 infantry
Borneo-Celebes- 1 infantry
New Guinea- 1 infantry
Solomon- 1 infantry, 1 sub
Philippines- 2 infantry, 1 fighter, 1 cru, 1 transport
Caroline Islands- 1 infantry, 1 transport, 1 cru, 1 bbs, car+fighter
Marshall- 1 infantry
Okinawa- 1 infantry
Wake- 1 infantry
Marcus- 1 infantry

USA

Eastern United States- 2 infantry, 1 armor, 1 fighter, 1 bomber, 1 cru, 1 transport, *
Western United States- 2 infantry, 1 armor, 1 fighter, 1 cru, 1 transport, 1 bbs, car+fighter,*
Panama- 1 infantry
Alaska- 2 infantry

Midway- 1 infantry
Hawaii- 1 infantry, 1 fighter, 1 sub, 1 cru, 1 transport
West Indies

China

Shensi- 6 infantry, IC
Kwangtung- 3 infantry
Kwangsi- 5 infantry, 1 fighter, AA
Tsinghai- 3 infantry
Sinkiang- 3 infantry

Countries listed in order of turn, no economic restrictions on USA and USSR
