



It is December 1941 and the frigid Russian winter has ground the advance of Hitler's Wehrmacht to a complete stand-still on the outskirts of Moscow. After suffering significant losses following the launch of Operation Barbarossa, Stalin has begun to organize the Red Army with its vast reserves of man power and industrial production. Seeing the unprepared German Army struggle in the horrific Russian winter, Stalin now orders his Generals to launch a massive counter-offensive in the hopes of repelling the German invaders and driving them from Mother Russia once and for all.

Halfway around the world, Imperial Japan continues its efforts to finally crush Chinese resistance and seize control of the entire mainland. Simultaneously the Imperial Japanese Navy has finalized its plans to overwhelm weak Allied defenses throughout the South Pacific and secure the much needed resources to fuel its military expansion. To ensure the success of these plans Japan has also managed to secretly move a massive carrier fleet into position for a surprise attack on The United States at Pearl Harbour. This unprovoked attack is designed to cripple the Americans ability to wage war in the Pacific and provide the Japanese time to establish defensive positions throughout the island chains that dot the Pacific Ocean. President Roosevelt eager to finally enter the war on the side of the Allies, will soon have his "Casus Belli".

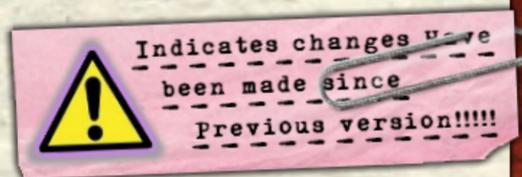
The fate of the planet hangs in the balance. Which alliance of nations will prevail in the largest military conflict the world has ever witnessed? The path to victory or defeat now rests in your hands...



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Order of Nations

Indicates changes have been made since Previous version!!!!

Total World War: December 1941 brings a wide array of sweeping changes to strategic turn-based game play. The most significant of which is how many of the nations interact throughout the course of a game. T.W.W. has four major game features that are new for most players. These features are as follows: Major Belligerents, Minor Belligerents, Neutral Nations and Neutral Territories. The following section shall describe each of the features in detail and provide explanations on how they affect gameplay for you the player.

Major & Minor Belligerents

Unlike traditional games, T.W.W. has both Major and Minor Belligerents that participate in the conflict for world domination. The most significant change for the player comes in the form of the relationship between the two types of nations. In contrast to typical games where most nations included are completely independent of one another, T.W.W. appropriates Minor countries to the control of the Major power under whose control they belonged during the Second World War. Minor Belligerents retain control of their own; Capital, Territories, Income and Production. Each Minor however, transfers control of all military units to the controlling Major power immediately following unit placements.

The Structure for the Nations and the turn order for the game is as follows...

Major Belligerent (Team)	Minor Belligerent	Team Symbol	Turn Symbol	Capital Marker	Territory Marker/Colour	Unit Image
Germany (Axis)						
	Danube Axis (Axis)					
	Vichy France (Axis)					
	Finnland (Axis)					
Russia (Allie)						
Brazil (Neutral)						
Japan (Axis)						
	Manduria (Axis)					
	Thailand (Axis)					
China (Allie)						
Spain (Neutral)						
Britain (Allie)						
	Canada (Allie)					
	Egypt (Allie)					
	South Africa (Allie)					
	India (Allie)					
	Australia (Allie)					
	Exiled Allies (Allie)					
Sweden (Neutral)						
Italy (Axis)						
U.S.A. (Allie)						
Turkey (Neutral)						

* Nations with 2 Capital Markers have an alternate Capital. Please refer to "National Capitals" section for the rules pertaining to Nations with multiple Capitals.

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Special Notes & Reminders

It is important to note that although none of the Minor Belligerents have no combat units or combat/non-combat moves of their own, they still need to purchase all other units for themselves if those units are being placed inside their own territory. Therefore as an example, while the Major Belligerent will control the Combat Engineer and Material for any given team, it is still the Minor Belligerent who is responsible for purchasing a structure (such as Airfield or Port) if it is to be placed into a territory under their control. The major belligerent would need to ensure the required units were in the proper location to accommodate the placement. Major Belligerents may only produce units within their own specific territories and out of their own production facilities. The only overlap between the teams is the use of construction units during the placement phase of a Minor Belligerents turn.

Neutral Powers

Indicates changes have been made since Previous version!!!!

As was mentioned on the preceding page, within T.W.W. there are two types of Neutral Powers; Neutral Nations and Neutral Territories. The differences between the two types of neutrals are significant relative to how the Major Belligerents interact with them.

Neutral Nations



At the beginning of the game the nations of; Brazil, Spain, Sweden and Turkey are neutral to the Global Conflict going on around them. For game-play purposes these nations should be set up as "Fodder A.I." controlled prior to launching a new game. They should remain A.I. controlled until such time they enter the war on one side or another. While they are neutral and under A.I. control these nations will build new units and make non-combat moves within their national boundaries but will never attack. Furthermore naval units belonging to these nations will neither attack or defend a seazone they occupy and do not obstruct the movement of any Major Belligerent.

Neutral Nations only join the war as a result of a diplomatic action of one of the Major Belligerents. Each Major Belligerent within the game has the option of making one diplomatic move towards each Neutral Nation each game turn. A Major Belligerent may either; propose an alliance to have them join the war on their side at a cost of 5 P.U. per attempt, or make a Declaration of War against one or more of the Neutrals. In either situation control of the Neutral Nation is transferred to the appropriate team immediately following the current players turn.

As an example if Germany were to successfully roll for an Alliance with Sweden during the Diplomatic Phase of its turn, then immediately following the completion of the German turn the game would need to be saved and restarted with Sweden being set to be controlled by the player for Germany.

In the unusual event that a team makes a Declaration of War on a Neutral Nation the same steps would be followed except that control of the Neutral Nation would be given to a player of the opposing team.

It is recommended that you examine the political landscape thoroughly during your turn. Every Major Belligerent has different odds of success when trying to influence each Neutral Nation. So attempting to sway a particular nation may be best left to certain members of your alliance.

Neutral Territories

In stark contrast to Neutral Nations the rules for Neutral Territories are quite simple. Spread around the map are a number of territories that are purely neutral. These territories are identified by the off-white colouration of the territories as well as the light gray units and neutral flags. Please refer to the attached photo (fig. 1). All Neutral Territories may be attacked at any time without diplomatic repercussions. These territories will not retaliate (except to defend when attacked) and shall remain neutral until conquered. These Neutral Territories are also independent of each other and do not produce new units of any kind throughout the course of a game.

Special Notes & Reminders

It is important to note that similar to other games the Aircraft of the Major Belligerents may not fly over territories of either type while they remain neutral. Once a Neutral Nation has joined the war they are treated as normal and may be entered by allies or attacked by enemies.

Player Enforced Rules

Despite the level of complexity of T.W.W. there are only 5 rules that are not governed by the game engine and therefore must be enforced by the players during game play.

Transports in Combat

Transports may not be moved into combat unless they are loaded and are being used as part of an Amphibious Assault being launched from the seazone in question during the course of the current player turn. Furthermore any Transports involved in any such circumstance are only to be taken as casualties if all attacking combat vessels have been destroyed during the course of the naval engagement.

ONLY ATTACKING TRANSPORTS MAY NOT BE TAKEN AS "FODDER" CASUALTIES TO PROTECT COMBAT UNITS! ⚠️
Defending naval transports may still be selected as casualties at any time during combat.

Air Transports in Paratropping related Combat

Air Transports may not be selected as casualties during Paratropping attacks unless all other combat units have been destroyed. Air Transports must also be selected as the last casualty on defense since they have no combat ability. ⚠️

Air Transports are still susceptible A.A. Gun fire and casualties will result in the loss of both the transport and the paratrooper.

Air Transports carrying Material

Air Transports may only be loaded with 1 material per flight or 2 material per flight if "Advanced Logistics" has been successfully researched.

Air Transports & Naval Combat

Air Transports may not accompany attacks in naval battles. Although the unit has an attack value it is meant to supplement Paratroopers being Air Dropped into combat and since Paratropping units onto an enemy ship would be impossible, they are therefore not to be used during naval engagements at any time.

Combat Engineers & Contructions

A Combat Engineer may only build or upgrade 1 structure per turn. Placing multiple structures per turn in the same territory requires you to have multiple Combat Engineers as well as the required materials for each structure.

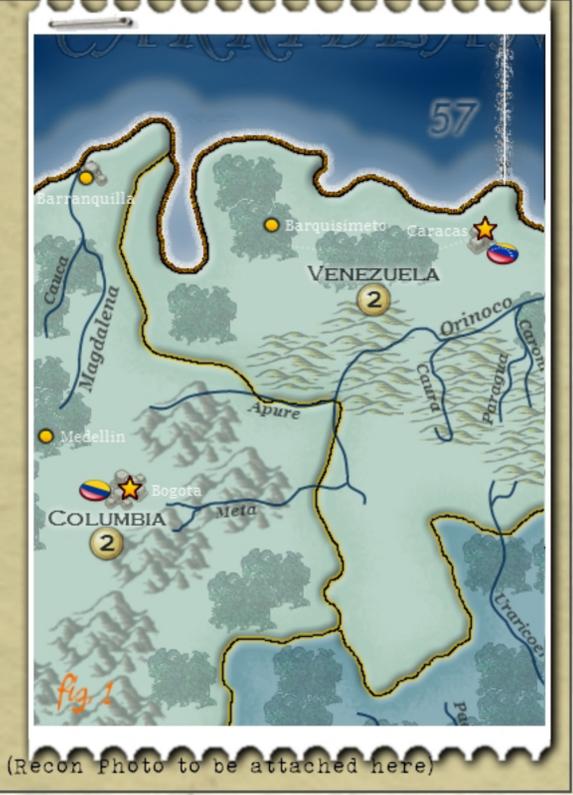
Rockets

Rockets may not be intercepted in flight during an attack. If paired with Strategic Bombers, rockets should always be taken as the last of any casualties sustained during an air battle. Non-combat movement for Rockets may only be done during the "Non-combat movement phase" of a players turn using a Truck to transport it.

Russian Lend & Lease Territories & Allied Aircraft ⚠️

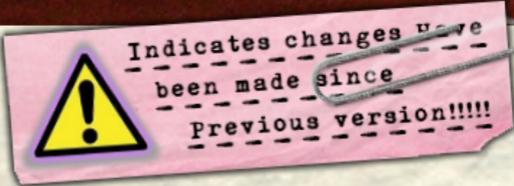
No Allied aircraft may land in any Russian Lend & Lease territories (unless the requirements have been fulfilled allowing Allied entrance into Russian Terr.). Furthermore any attacks by Allied players that are only possible due to the availability of these territories as a potential landing zone should be considered strictly illegal and should be undone prior to initiating combat.

⚠️ All Neutral Nations start the game with Entrenchments and Fortifications as 2 hit units.
⚠️ Upon joining either side of the War all Neutral nations will have Special Warfare enabled. Allowing them to land Amphibious Assaults with all Infantry types.



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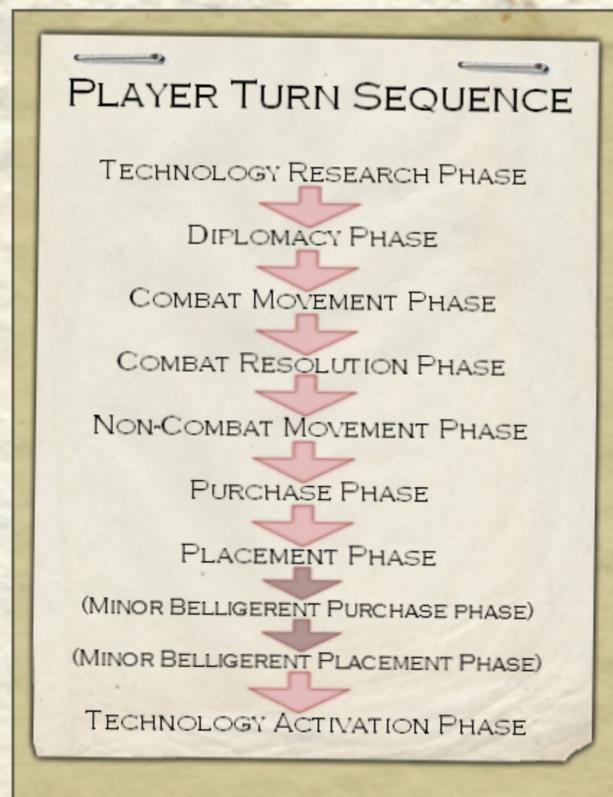
Turn Sequence



T.W.W. follows the standard structure of most other games with a few slight alterations. The game is played in a series of rounds, with each round comprised of a series of player turns, and each player turn comprised of a series of phases. The sequence of turns is provided on the chart located on the preceding page. The only changes to the standard player phase structure relate to; the addition of the Diplomatic Action Phase, and the manner by which the Minor Belligerents transfer of control of all military units to their controlling Major (Please refer to the chart provided). The Minor Belligerents only conduct Purchase and Placement phases which occur at the end of the associated Major Belligerents turn.

As an example, following the purchase and placement phases of the the German player the game immediately prompts the German player to purchase and then place units for: Vichy France, Danube Axis and Finland.

The same process is repeated during the turns for Britain and Japan who also have Minor Belligerents of their own.



Player Turn Phases

Technology Research Phase

Within the game the role of Technological Development is critical to the success of every team (excluding China which has no option). Unlike traditional games many of the basic features of game-play are only available after being successfully researched. Your success at defeating your enemies will be determined by your ability to make the right decisions on how much you invest in Research and Development (R&D), in which Technologies you pursue and in what order you pursue them. So it is highly recommended that you study the chart (Research & Development Chart is located on page 11) in detail and formulate a strategy of when and where to invest.

An important part of the R&D process is the method by which you achieve new technological breakthroughs. Within the game the opportunity for new advancements is determined by Tech. Tokens (T.T.), each of which provide a player with a chance to achieve a new technology each turn. The more T.T. a player has the better the chances to successfully research a new technology. Whether you are playing using Dice or LowLuck for research, each T.T. represents either; a single die roll with a 1 in 12 chance for success, or a +1 per T.T. to a single roll, respectively.

Players accumulate T.T. in two ways, through the direct purchase of T.T., or via the ownership of Research Centers (R.C.). While players have the option to buy T.T. at the start of every turn, at a cost of 5 P.U. per token it is generally considered not to be a sustainable method for ongoing advancement. Each Major Belligerent begins the game with 1 existing Research Center and is permitted a maximum of 3. Each R.C. generates 3 T.T. per turn and may be constructed in any territory worth 3 P.U. that a team has held for 1 complete Game Round. Since all accumulated tokens are consumed following the successful Research of a new Technology, it becomes obvious that having more R.C. can potentially allow your team to potentially receive a new advancement every turn.

Diplomacy Phase

T.W.W. incorporates a relatively new aspect into game-play. All Major Belligerents may now attempt to persuade the Neutral countries of: 🇸🇪 Sweden, 🇹🇷 Turkey, 🇪🇸 Spain and 🇧🇷 Brazil, to join the war on their side. This is done via a 5 P.U. expenditure per attempt at influencing each Neutral Nation. Each of the Major Belligerents has different odds of success with each of the Neutral Nations, so it is important that you examine the political landscape in order to determine which Neutral you feel offers the best combination of risk versus reward when making maneuvers.

Combat Movement Phase

The Combat Movement Phase of the game operates similarly to most other games. Combat movement encompasses all unit movement that results in a battle. The process is fairly self explanatory with several key exceptions...

Transports in Combat

Transports may not be moved into combat unless they are loaded and are being used as part of an Amphibious Assault being launched from the sea zone in question during the course of the current player turn. Furthermore any Transports involved in any such circumstance are only to be taken as casualties if all attacking combat vessels have been destroyed during the course of the naval engagement.

Blitz Units

The second relates to units that have the ability to "Blitz" multiple enemy territories in a single turn. Tanks, Hvy. Tanks and Mech. Inf. (after R&D) have the ability to attack up to 2 enemy territories in a single combat movement phase. The only limitations to this ability are the presence of enemy units and certain terrain effects. The following Terrains nullify the Blitz feature; Forest, Jungle, Mountains and Urban. It is important to note that the terrain does not inhibit 2 move units during the non-combat movement phase. 2 move units may move through all terrain provided it is already controlled by a member of the team.

Fighter Escorts (During S.B.R.)

Fighter Aircraft may be sent into a territory that is being Strategically Bombed in an effort to protect the bomber units. Fighter units may accompany Bombers provided they can return to a friendly territory with their movement. Any fighter escorts will only participate in the air battle (if the opponent chooses to intercept with any fighter aircraft they have in the target territory) and will not participate in any other combat during that turn.

Air Intercept (During S.B.R.)

Players now have the ability to intercept S.B.R. sent against them with fighter aircraft in addition to A.A. Guns. When an enemy has launched an S.B.R. (with or without escorts) into a terr. of yours, you will automatically have to decide whether or not you want to send any or all of your aircraft to attempt to intercept the S.B.R. in an effort to destroy the attacking units. It is important to note that you may be asked to scramble from, intercept and defend the same terr. in a given turn. Therefore you must be sure to evaluate the entire battlefield prior to making some of these decisions and ensure that you are allocating your resources in an effective manner. **IMPORTANT:** Intercepting S.B.R. runs does not require an Air Field. Intercepting incoming S.B.R. attacks may be done with any fighter aircraft present within the target territory.

Scrambling (vs. combat in adjacent Terr./Sea Zone)

Fighter aircraft now also have the ability to scramble in defense of any adjacent friendly controlled territory or sea zone (from a coastal terr.) that is subject to an enemy attack, providing there is a functioning Airfield present. The number of fighters that can scramble from one Airfield may be increased through Research & Development. "Improved Logistics" will allow 3 aircraft to scramble per A.F. and "Advanced Logistics" will allow 4 aircraft to scramble per A.F. It is important to note that there is a real likelihood during the combat phase that a defender may have the option to scramble/intercept against multiple attacks from a single terr. It is therefore critical that you examine the moves being made by your enemy as they occur since the game engine does not allow you to go back to view the map once it begins prompting you for defensive scrambles/intercepts. Currently you have to make those choices from memory.

Combat Resolution Phase

All combat resolution related functions of T.W.W. are identical to more conventional games. Teams are prompted to select and complete all engagements that are the result of the Combat Movement Phase, one at a time until all have been resolved. **IMPORTANT NOTE!** T.W.W. uses a 12 sided die for all combat resolution. 🎲 through 🎲

Non-Combat Movement

This aspect of the game remains unchanged to any other available game. Any units that have not moved into combat and have remaining movement are able to make moves during this phase of the turn. The only unique feature in T.W.W. is that Trucks may only move during the Non-Combat Phase of a players turn.

Purchase Phase

This phase of game-play also remains unchanged to standard games. Players need only to be aware of the placement limitations they may have due to the Production Facilities they currently have and the P.U. values of the Territories they are located in.

Placement Phase

The Placement Phase for T.W.W. is slightly more complex than that of a standard game. Within T.W.W. there are a number of different production facilities that each build specific groups of unit types as well as other constructions that may be built without any production facility. Please refer to the "Unit Description & Special Abilities" section immediately below, as well as the "Unit Chart" (page 5) for further explanations of how game-play is affected.

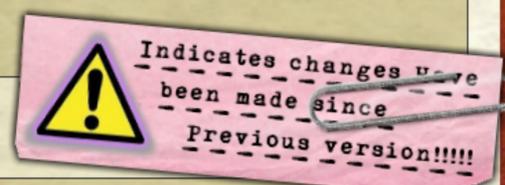
Technology Activation Phase

Although players conduct Research & Development at the start of their turn any successful R&D advancements only activate at the end of the players current turn. Therefore the timely achievement of certain advancements can have a significant effect on both offensive and defensive strategies. Examining the Research and Development Chart (page 11) will provide the necessary information to formulating a game plan that compliments your intended strategy for the game.

Unit Description & Special Abilities

IMPORTANT NOTE! T.W.W. uses a 12 sided die for all combat resolution.

 Infantry (Inf.): Basic land unit. Cost effective. Supportable.	 Advanced Tactical Bomber (Adv. Tact. Bmbr): Air unit, scrambles, intercepts. Gains full movement from A.F. Supports Tanks on Att. & Def. Bombs Truck & Material.
 Alpine Infantry (Alp. Inf.): Land unit bonuses for Hills & Mountain terrain. Supportable.	 Strategic Bomber (Strat. Bmbr): Air unit, Gains full movement from A.F. Strat Bombing unit. (3-8 Dam.) May only bomb production facilities.
 Combat Engineer (C.E.): Land unit. Constructs all Production Facilities and Defensive Structures.	 Heavy Strategic Bomber (Hvy. Stat. Bmbr.): Air unit, gains full movement from A.F. Strat. Bombing unit (6-15 Dam.) May only bomb production facilities.
 Marine (Mar.): Land unit, bonuses for coast & Island terrain. Supportable. Can Amph. Assault from start of game.	 Transport (Tran.): Naval unit, may move other units during Combat & Non-Combat movement phase. Does not stop enemy naval movement.
 Paratrooper (Para.): Land unit, bonuses for Air-drop. Supportable. Can Air-drop into combat from start of game.	 Submarine (Sub.): Naval unit, receives "first strike" roll during all combat. Does not stop enemy naval moves & may pass all enemy units. "F.S." def. vs. DD(@3)
 Artillery (Art.): Land unit, supports all inf. types on Attack.	 Submarine (Sub.): Naval unit, receives "first strike" roll during all combat. Does not stop enemy naval movement & may pass all enemy units. "F.S." def. vs. DD(@6)
 Heavy Artillery (Hvy. Art.): Land unit, supports all inf. types on Attack.	 Destroyer (D.D.): Naval unit, stops enemy sub. movement. Stops "Submerge" ability of sub. Enables all naval & aircraft to Att. sub.
 Anti Tank Gun (A.T. Gun): Land unit, receives "first strike" roll vs. Tank & Mech. Inf. while defending.	 Heavy Destroyer (H.D.D.): Naval unit, stops enemy sub. movement. Stops "Submerge" ability of sub. Enables all naval & aircraft to Att. sub.
 Anti Aircraft Gun (A.A. Gun): Land unit, receives "first strike" roll vs. Aircraft. Has no movement, must be moved by truck.	 Cruiser (C.V.): Naval unit, conducts "Bombard" Att. during Amph. Assault.
 Truck: Land unit, may move other units during Non-Combat movement phase. CAPTURABLE! BOMBABLE! (1 H.P.)	 Hull: Naval unit, preliminary unit for constructing Battleship & Aircraft Carrier. Cannot move. No combat strength.
 Mechanized Infantry (Mech. Inf.): Land unit, supportable. May non-combat move Inf., Art., A.A. and Material.	 Battleship (B.B.): Naval unit, conducts "Bombard" Att. during Amph. Assault. (2 H.P. unit)
 Mobile Artillery (Mob. Art.): Land unit, supports Inf. & Mech. Inf. on Att.	 Aircraft Carrier (A.C.): Naval unit, carries upto 2 naval fighters.
 Tank: Land unit, "Blitz" ability through Plains & Hills terr. Supportable.	 Entrenchment (Trench): Land unit, defensive structure supports Inf. 1:2 (+1 Def.) Can be built in any terr. held for 1 turn. Max. 1 construction/terr./turn.
 Heavy Tank (Hvy. Tank): Land unit, "Blitz" ability through Plains & Hills terr. Supportable.	 Fortification (Fort.): Land unit, defensive structure support Inf. 1:3 (+2 Def.) Can be built in any terr. containing Trench. Max. 1 construction/terr./turn.
 Material (Mat.): Land unit, used by C.E. to build all Prod. Facilities & Def. struct. Has no move, moved by truck. CAPTURABLE! BOMBABLE! (1 H.P.)	 Barracks (Brks.): Production Facility, produces all Inf. Produce to terr. P.U. minus other prod. Changes to 1 Mat. if captured. 2 P.U. terr. minimum.
 Air Transport (Air Tran.): Air unit, may carry a variety of units (2 capacity).	 Factory (F.): Production Facility, produces all non-Inf. land units. Produce to terr. P.U. minus other prod. Changes to 1 Mat. if captured. 2 P.U. terr. minimum.
 Rocket (Rkt.): Air Unit, "suicide" Strat. Bombing unit. Must be launched from Air Field. Has no ground movement, moved by Truck.	 Docks (D.): Production Facility, produces all naval units. Produce to terr. P.U. minus other prod. Changes to 1 Mat. if captured.
 Advanced Rocket (Adv. Rkt.): Air unit, "suicide" Strat. Bombing unit. Launched from A.F. Has no ground movement, moved by truck.	 Aircraft Plant (A.P.): Production Facility, produces all aircraft units. Produce to terr. P.U. minus other prod. Changes to 1 Mat. if captured. 3 P.U. terr. minimum.
 Fighter (Fgt.): Air unit, scrambles, intercepts, escorts. Gains full movement from A.F.	 Air Field (A.F.): Enables full movement for aircraft. Enables 2 aircraft to Defensive scramble. Up to 3 A.F. per terr. Destroyed if captured.
 Advanced Fighter (Adv. Fgt.): Air unit, scrambles, intercepts, escorts. Gains full movement from A.F.	 Research Center (R.C.): Production Facility, produces 3 Tech. Tokens per turn. Maximum 3 per team. 3 P.U. terr. minimum. CAPTURABLE!
 Naval Fighter (N. Fgt.): Air unit, bonuses for coast & sea terr. Scrambles, intercepts. Gains full movement from A.F. & A.C.C.	
 Advanced Naval Fighter (Adv. N. Fgt.): Air unit, bonuses coast & sea terr. Scrambles, intercepts. Gains full movement from A.F. & A.C.C.	
 Tactical Bomber (Tact. Bmbr): Air unit, scrambles, intercepts. Gains full movement from A.F. Supports Tanks on Att. Bombs Truck & Material.	



★ Indicates unit is new or operates differently 🏠 Indicates unit is released after R&D 🌱 Tier 1 R&D improvements
 🌿 Tier 2 R&D improvements 🔥 Tier 3 R&D improvements



Indicates changes Have been made since Previous version!!!!

Unit Type (Abbreviation)	Att *	Def *	Mv.	P.U. Cost	Transport Cost or Capacity	Units Required	Units Consumed	
Infantry (Inf.)	2	3	1	3	2			Inf. unit, Land, Sea Transportable. Supported by Art., entrenchment and fortification.
Alpine Infantry (Alp. Inf.)	2	3	1	4	2	+ or		Inf. unit, Land, Sea Transportable. Supported by Art., entrenchment & Fort.
Combat Engineer (C.E.)	2	3	1	4	2			Inf. unit, Land, Sea Transportable. Supported by Art., entrenchment & Fort.
Marine (Mar.)	2	3	1	4	2	+ or		Inf. unit, Land, Sea Transportable. Supported by Art., entrenchment & Fort. Can Amphibious Assault @ game start!
Paratrooper (Para.)	2	3	1	4	2			Inf. unit, Land, Sea & Air Transportable. Supported by Art., entrenchment & Fort. Can Airdrop into Combat @ game start!
Artillery (Art.)	3	3	1	4	3			Land & Sea Transportable. Supports Inf. 1:1 (+1 Att.)*
Heavy Artillery (Hvy. Art.)	6	4	1	6	3	+	RELEASED AFTER R&D	Land & Sea Transportable. Supports Inf. unit 1:1 (Att. +2)* Supports Inf. unit 1:1 (Def. +1)*
Anti-Tank Gun (A.T. Gun)	1	3	1	4	2			Land & Sea Transportable. "First Strike" @ Tanks & Mech. Inf. (2 or less) on Def.
Anti-Aircraft Gun (A.A. Gun)	-	0	0	4	2			Land & Sea Transportable. "First Strike" @ Aircraft (rolled @ 2 or less). Requires Truck to move.
Truck	-	-	2	2	2			Land Transport unit. Land & Sea Transportable. Non-combat moves only. CAPTURABLE! BOMBABLE!
Mechanized Inf. (Mech. Inf.)	3	3	2	5	3			Sea Transportable. Supported by Tanks & Mobile Art. May transport 1 unit in non-combat.
Mobile Artillery (M. Art.)	5	3	2	6	3		RELEASED AFTER R&D	Sea Transportable. Supports Mech. Inf. 1:1 (+1 Att. & Def.). "First Strike" @ Mech. Inf. Tanks & Hvy. Tanks @ 3 or less on Def.
Tank	6	4	2	6	4			Sea Transportable. Supported by Tact. Bomber. Can BLITZ through plains & hills.
Heavy Tank (Hvy. Tank)	8	6	2	10	5	+	RELEASED AFTER R&D	Sea Transportable. 2 HIT UNIT. Supported by Tact. Bomber. Repaired @ Factory. No Blitz ability!!!
Material (Mat.)	-	-	0	5	2			Land, Air & Sea Transportable. Requires Truck to move. Required to build structures. CAPTURABLE! BOMBABLE!
Air Transport (Air Tran.)	1	0	2	7	2			Air Transport unit. Must originate at A.F. for full range.
Rocket (Rkt.)	1	-	0	3	-	+	RELEASED AFTER R&D	Land transportable. Launches from A.F. Kamikaze Bombing unit. (2-4 Damage) Requires Truck to move.
Advanced Rocket (Adv. Rkt.)	3	-	0	6	-	+ +	RELEASED AFTER R&D	Land transportable. Launches from A.F. Kamikaze Bombing unit. (4-10 Damage) Requires Truck to move during N.C.
Fighter (Fgt.)	5	6	2	11	-			Escorts, intercepts & scrambles. Must originate at A.F. for full range. Intercepts rockets with A.A. strike @ 1.
Advanced Fighter (Adv. Fgt.)	8	9	2	13	-	+	RELEASED AFTER R&D	Escorts, intercepts & scrambles. Must originate at A.F. for full range. Intercepts Rkt & Adv. Rkt. A.A. stk. @ 2.
Naval Fighter (N. Fgt.)	4	5	2	11	1			Intercepts & scrambles. Must originate at A.F. or A.C. for full range.
Advanced Naval Fighter (Adv. N. Fgt.)	7	8	2	13	1	+	RELEASED AFTER R&D	Intercepts & scrambles. Must originate at A.F. or A.C. for full range.
Tactical Bomber (Tact. Bmbr.)	6	3	2	12	-			Scrambles. Strat. bombing mat. & Trucks. Supports Tanks 1:1 (+1 Att.)* Must originate at A.F. for full range.
Advanced Tactical Bomber (Adv. Tact. Bmbr.)	9	6	2	14	-	+	RELEASED AFTER R&D	Scrambles. Strat. bombing mat. & Trucks. Supports Tanks 1:2 (+1 Att.) & 1:1 (+1 Def.). Must originate at A.F. for full range.
Strategic Bomber (Strat. Bmbr.)	3	1	2	13	-			Strat. bombing unit. (3-8 Damage) Targets structures only! Must originate at A.F. for full range.
Hvy. Strat. Bomber (Hvy. Strat. Bmbr.)	5	3	2	15	-	+	RELEASED AFTER R&D	Strat. bombing unit. (6-12 Damage) Targets structures only! Must originate at A.F. for full range.
Sea Transport (Tran.)	-	1	2	7	5			Sea Transport unit. Can only participate in naval Att. if conducting Amph. Assault. Does not stop enemy movement.
Submarine (Sub.)	4	1	2	7	-			"First Strike" attack ability. Submerge ability. Does not stop enemy movement.
Advanced Submarine (Adv. Sub.)	6	3	2	9	-	+	RELEASED AFTER R&D	"First Strike" attack ability. Submerge ability. Does not stop enemy movement.
Destroyer (D.D.)	3	3	2	8	-			Naval unit.
Heavy Destroyer (H.D.D.)	5	5	2	10	-	+	RELEASED AFTER R&D	Sub-Destroyer unit. Must be present to attack submarines & nullifies submerge ability. Stops sub. movement.
Cruiser (C.V.)	5	6	2	12	-	+		Shore Bombard unit. (Att. @ 3)
Hull	-	0	-	12	-	+		Preliminary unit for Battleship & Aircraft Carrier. Is consumed for finished unit.
Battleship (B.B.)	7	8	2	10	-	+ +		Shore Bombard unit. (Att. @ 6) 2 HIT UNIT. Repaired in S.Z. adjacent to Docks @ start of turn. 2 HIT UNIT.
Carrier (A.C.)	1	3	2	8	2	+ +		Carries Naval Fighter units. Provides N.F. with full range.
Entrenchment (Trench)	-	5	-	1	-	+		Supports Inf. 1:2 (+1 Def.)* 3/Terr. Max. Limit of 1 construction per Terr. per Turn. Repaired if C.E. present @ Start.
Fortification (Fort.)	-	10	-	1	-	+ +		Supports Inf. 1:3 (+2 Def.)* 3/Terr. Max. Limit of 1 construction per Terr. per Turn. Repaired if C.E. present @ Start.
Barracks (Brks.)	-	-	-	1	-	+ X2		Produces Inf. units to Terr. P.U. minus any other prod. BOMBABLE! Becomes 1 Mat. if captured. Max. Dam. 12
Factory (F.)	-	-	-	1	-	+ X2		Produces units to Terr. P.U. minus any other prod. BOMBABLE! Repairs til 8 Becomes 1 Mat. if captured. Max. Dam. 12
Docks (D.)	-	-	-	1	-	+ X2		Produces units to Terr. P.U. minus any other prod. BOMBABLE! Operates til 8 Becomes 1 Mat. if captured. Max. Dam. 12
Aircraft Plant (A.P.)	-	-	-	1	-	+ X2		Produces units to Terr. P.U. minus any other prod. BOMBABLE! Becomes 1 Mat. if captured. Max. Dam. 12
Airfield (A.F.)	-	-	-	1	-	+		Enables full movement for aircraft. BOMBABLE! Max. Dam. 8, operates til 5 Enables 2 aircraft scramble.
Research Center (R.C.)	-	-	-	1	-	+ X2		Generates 3 Tech. Tokens per turn. BOMBABLE! Max Dam. 12, Operates until destroyed. CAPTURABLE!

* IMPORTANT NOTE! T.W.W. uses a 12 sided die for all combat resolution. Provides support.

* All unit support figures are provided as a ratio. Therefore a support ratio of 1:1 means one supporting unit (giving) provides support to one supported unit (receiving). 1:2 would mean one supporting unit provides support to 2 units, etc. T.W.W. 2.7

Unit Support Effects

 Indicates changes have been made since Previous version!!!!

T.W.W. shares many "support features" that players may be familiar with in more common turn based strategy games. However there are several key differences that should be noted. Due to the complexity of T.W.W. there are 2 factors that come into play during the course of a game. The first involves the direct support that units receive from other units within the game. As there are several new and altered units the support structure has changed somewhat. The second, and more significant aspect, is the "support" that units receive from the Terrain in which any given unit(s) occupy. The following section of this manual is dedicated to outlining and explaining both types of support to better prepare you for battle.

Unit Support

The types of unit support within T.W.W. are designed in keeping with other turn based strategy games. The following chart shall outline the specific relationships in detail...

	BASIC SUPPORT	IMP. SUPPORT	ADV. SUPPORT	
 Artillery (Art.)	+1 Att 1: 1 Ratio *	+1 Def 1: 1 Ratio {Imp.} {Art.}		
 Heavy Artillery (Hvy. Art.)	+2 Att 1: 2 Ratio {Adv.} {Art.} +1 Def 1: 1 Ratio			
 Entrenchment (Trench)	+1 Def 1: 2 Ratio		+1 Def 1: 2 Ratio {Adv.} {Def.} (+2 Def Total)	
 Fortification (Port.)	+2 Def 1: 3 Ratio		+1 Def 1: 3 Ratio {Adv.} {Def.} (+3 Def Total)	
				 Infantry (Inf.)  Alpine Infantry (Alp. Inf.)  Combat Engineer (C.E.)  Marine (Mar.)  Paratrooper (Para.)

 Air Transport (Air Tran.)		+1 Att 1: 1 Ratio {Spec.} {W.F.}	+1 Att 1: 1 Ratio {Adv.} {SWF} (+2 Att Total)		 Paratrooper (Para.)
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 Mobile Artillery (Mob. Art.)	+1 Att 1: 1 Ratio +1 Def 1: 1 Ratio		+1 Att 1: 1 Ratio {Adv.} {Mech} (+2 Att Total)		 Mechanized Inf. (Mech. Inf.)
 Tank		+1 Att 1: 1 Ratio {Imp.} {Tank}	+1 Def 1: 1 Ratio {Adv.} {Tank}		

 Mobile Artillery (Mob. Art.)			+1 Att 1: 1 Ratio {Adv.} {Mech}		 Tank  Heavy Tank (Hvy. Tank)
 Tactical Bomber (Tact. Bmbr.)	+1 Att 1: 1 Ratio	+1 Def 1: 1 Ratio {Imp.} {Tact}			
 Advanced Tactical Bomber (Adv. Tact. Bmbr.)			+1 Att 1: 2 Ratio {Adv.} {Tact} +1 Def 1: 1 Ratio		

* All unit support figures are provided as a ratio. Therefore a support ratio of 1:1 means one supporting unit (giving) provides support to one supported unit (receiving). 1:2 would mean one supporting unit provides support to 2 units, etc.

While the support functions from unit to unit are fairly straight forward, the only detail that is important to you as the player is that all support is given to the unit with the strongest Att. or Def. value first and then moves down through any other units that are also present. The game engine chooses the priority of unit support AFTER Terrain Modifiers have added so while playing you need only be aware of which units are providing support (and improving other units) while choosing casualties during battle.

Terrain "Support"

While strictly speaking Terrain does not actually provide support to any units, it does affect almost every unit during battle. Due to the vast number of units and terrain combinations it would be impossible to detail all of the effects here. You will need to examine the Terrain Effects Chart located on page 8 in order to get a full understanding of the dramatic role it plays during the course of a game. Your success or failure will be directly linked to your ability to maneuver units into territories that offer you the best advantage on both offense and defense.

FIRST AID



EMERGENCY USE ONLY

Terrain Effects

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Indicates changes have been made since Previous version!!!!

A significant aspect of T.W.W. is the inclusion of different terrain types to the map. There are 9 different terrains represented on the map (8 plus "plains", which is the baseline for all other unit modifications) that each have differing degrees of effect on Attack & Defense values of your units. Every single territory on the map has one or more terrain modifier attached to it and since these effects are CUMULATIVE, it is critical that you pay attention to them as you plan your purchases and move units across the map. So plan ahead when building and moving units to ensure that they suit the requirements of your current and future battle fronts. The complete list of effects are as follows...

Unit Type (Abbreviation)	Unmodified Att Def	Sea	Coast	Island	Hills	Mountain	Forest	Jungle	Urban
Infantry (Inf.)	2/3	-/-	0/0	-1/+1	0/+1	-1/+1	0/+1	0/+1	+1/+1
Alpine Infantry (Alp. Inf.)	2/3	-/-	0/0	-1/+1	+1/+1	+1/+2	0/+1	0/+1	0/0
Combat Engineer (C.E.)	2/3	-/-	0/0	-1/+1	0/+1	-1/+1	0/+1	0/+1	+1/+1
Marine (Mar.)	2/3	-/-	0/0	+1/+2	0/+1	-1/+1	0/+1	0/+1	0/0
Paratrooper (Para.)	2/3	-/-	0/0	-1/+1	0/+1	-1/+1	0/+1	0/+1	+1/+1
Artillery (Art.)	3/3	-/-	0/+1	-2/+2	0/+1	-1/+2	-1/0	-1/-1	+1/0
Heavy Artillery (Hvy. Art.)	6/4	-/-	0/+1	-3/+3	0/+1	-1/+3	-2/-1	-2/-2	+1/0
Anti-Tank Gun (A.T. Gun)	1/3	-/-	0/0	0/+1	-1/0	-1/+1	0/+1	0/+1	-1/+2
Anti-Aircraft Gun (A.A. Gun)	-/0	-/-	-/0	-/+1	-/0	-/+1	-/0	-/0	-/+1
Truck	-/-	-/-	-/-	-/-	-/-	-/-	-/-	-/-	-/-
Mechanized Inf. (Mech. Inf.)	3/3	-/-	0/+1	-1/0	0/0	-2/0	0/0	-1/0	0/+1
Mobile Artillery (Mob. Art.)	5/3	-/-	0/+1	-1/+2	0/+1	-1/+2	-1/-1	-2/-1	+1/+1
Tank	6/4	-/-	0/+1	-2/+1	-2/-1	-3/-2	-1/-2	-2/-2	-2/-1
Heavy Tank (Hvy. Tank)	8/6	-/-	0/+1	-3/+1	-3/-1	-4/-2	-2/-2	-3/-2	-2/-1
Material (Mat.)	-/-	-/-	-/-	-/-	-/-	-/-	-/-	-/-	-/-
Air Transport (Air Tran.)	1/0	-/-	0/0	-1/0	0/0	-1/0	-1/0	-1/0	0/0
Rocket (Rkt.)	1/-	-/-	0/-	-1/-	-1/-	-1/-	-1/-	-1/-	+1/-
Advanced Rocket (Adv. Rkt.)	3/-	-/-	0/-	-3/-	-3/-	-3/-	-3/-	-3/-	+2/-
Fighter (Fgt.)	5/6	-2/-2	-1/-1	-2/-2	-1/0	-2/-1	-1/-1	-1/-1	-1/-1
Advanced Fighter (Adv. Fgt.)	8/9	-3/-3	-2/-2	-3/-3	-2/-1	-3/-2	-2/-2	-2/-2	-2/-2
Naval Fighter (N. Fgt.)	4/5	+2/0	+1/+1	+2/+2	-1/0	-2/-1	-1/-1	-1/-1	-1/-1
Advanced Naval Fighter (Adv. N. Fgt.)	7/8	+1/-1	0/0	+1/+1	-2/-1	-3/-2	-2/-2	-2/-2	-2/-2
Tactical Bomber (Tact. Bmbr.)	6/3	-3/+1	0/0	0/+1	-1/-1	-3/-2	-2/-2	-2/-2	0/0
Advanced Tactical Bomber (Adv. Tact. Bmbr.)	9/6	-5/-1	0/0	-1/0	-2/-2	-4/-3	-3/-3	-3/-3	-1/-1
Strategic Bomber (Strat. Bmbr.)	3/1	-1/-	0/0	0/0	0/0	-2/-1	-1/-1	-1/-1	+1/+1
Hvy. Strat. Bomber (Hvy. Strat. Bmbr.)	5/3	-3/-	0/0	0/0	0/0	-3/-2	-2/-2	-2/-2	+2/+2
Entrenchment (Trench)	-/5	-/-	-/+1	-/+2	-/+1	-/+2	-/0	-/0	-/+1
Fortification (Port.)	-/10	-/-	-/+1	-/+2	-/+1	-/+2	-/0	-/0	-/+1
Unit Type (Abbreviation)	Unmodified Att Def	Sea	Coast	Island	Hills	Mountain	Forest	Jungle	Urban

Definitions for chart: (-) indicates no value for unit, (+ #) indicates a terrain bonus to unmodified Attack or Defense value for defined unit, (- #) indicates a terrain penalty to unmodified Attack or Defense value for the defined unit. **IMPORTANT NOTE!** T.W.W. uses a 12 sided die for all combat resolution. Provides support.

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Special Notes & Reminders

Once you have had the opportunity to closely examine the map in detail, it should become apparent that certain areas of the map have significant natural features that make them either an immense asset as a defensive position, or a huge obstacle to an attacking army. Some of these areas will either force you to create armies specifically designed to overcome them, or force you to look for ways to circumvent your enemies position. The reality for you as a player is that some terrain types and combinations of terrain types create a natural obstacle to effectively wage an offensive against. A player may try to produce units that are best suited to fighting in those given conditions, however under most circumstances there should be the expectation of sustaining HEAVY CASUALTIES when attempting to dislodge an entrenched enemy from any such position. Ensure you take terrain into consideration when planning and be sure to utilize the Battle Calculator as it now has the ability to account for the terrain effects within the game!

Lend & Lease Features

Allied-Russian Lend & Lease



During W.W. II the Allies relied extensively on the trade of resources and military equipment in an effort to field well supplied armies in the different theatre's of the war. With this in mind, T.W.W. has included this feature in an effort to both; enhance game-play with a dynamic new feature, as well as to pay homage to historical accuracy. The function of Lend & Lease (referred to as L&L as an abbreviation) is to provide a method where-by the United States and Britain (minors included) may "give" specific units to the Russians as they try to stem the advance of the Germans in the West and the Japanese in the East.

Lend & Lease territories are clearly marked on the map by a small star encompassed by a red and green arrow with national flags imbedded, please see attached photo (fig. 1). These territories are: Murmansk, Archangel, Eastern Iran and the Soviet Far East. These territories represent the ONLY locations where non-Russian units can be transferred to Russian control. These territories also represent the ONLY Russian Territories that Allied forces may enter while they are still in Russian control (This is covered in further detail in "Special Territory" Rules Section).

For L&L purposes any Allied Team simply needs to move units into the above mentioned territories during the course of their turn. While the Allies may land any type of their units into the L&L Territories, only certain unit types will change to Russian control. These units are as follows...

Artillery (Art.)	Truck
Anti-Tank Gun (A.T. Gun)	Tank
Anti-Aircraft Gun (A.A. Gun)	Material (Mat.)

The other major component pertaining to L&L is the quantity of units that Russia may gain control of each turn for every L&L territory. The Russian player (during the End Turn phase of the "giving" nations turn) shall automatically gain control of: ⚠

1 unit of each type from each Allied team, per territory, per turn.

Therefore it is in the Allies best interest to get a variety of L&L units into L&L territories each turn rather than multiples of a single unit, as it will take successive turns for Russia to absorb them into their ranks.

As an example please refer to the attached photograph (fig. 2). In the situation pictured, the British have managed to land; 1 Artillery, 1 A.A. Gun, 1 A.T. Gun, 1 Tank, 1 Truck and a Material. During the same game turn the Americans have also managed to land 3 tanks. Therefore at the end of each nations turn the Russians would have possession of; 1 Artillery, 1 A.A. Gun, 1 A.T. Gun, 2 Tanks (1 British and 1 American), 1 Truck and a Material in the Soviet Far East. The remaining 2 American Tanks would each be absorbed by Russia one at a time over the next 2 American turns, provided they were left there by the American player.

It is important to note that landing multiples of the same unit or non L&L eligible units may be of strategic value to the Allied war effort as those units could still be used by the original team to; sustain non-Russian casualties during attacks on the Territory by the Axis, Liberate other adjacent Axis controlled Russian territories, or used to attack other Axis controlled territories via transports as Amphibious Assaults.

American-British Lend & Lease

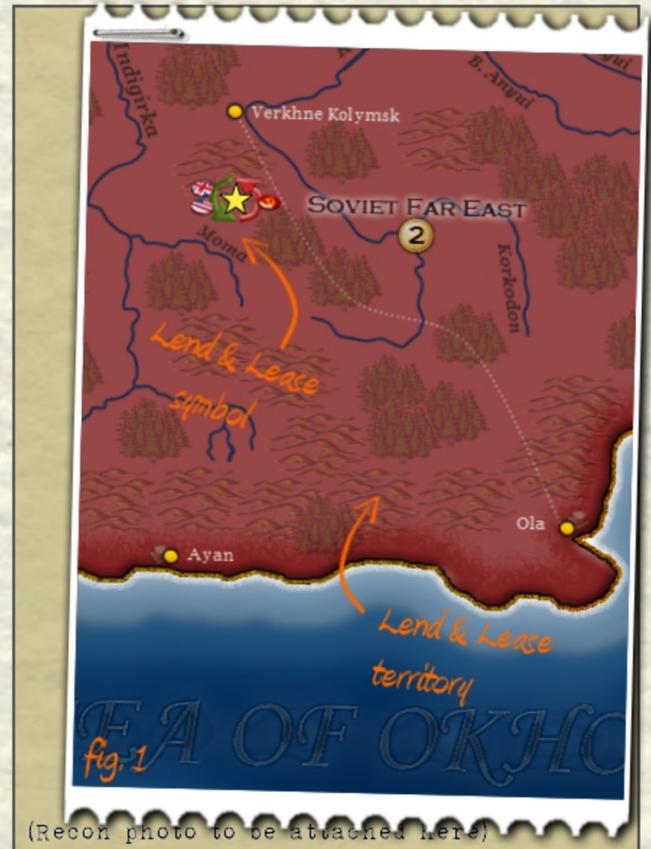
The second part of the Allied Lend & Lease program involves the United States and Britain. The L&L program for these two teams is identical to the preceding section, but is a much simpler arrangement. The United States may choose to provide Britain with any combat aircraft throughout the course of the game. This is done via the territories of Labrador located in Eastern Canada that is marked with another L&L symbol, please refer to attached photo (fig. 3) and Queensland Australia.

The United States has the ability to transfer only 1 aircraft per turn PER L&L TERRITORY to Britain if it chooses. Similar to the Russian L&L, the U.S. simply lands the aircraft of its choosing in either territory. At the end of the turn the unit will transfer to British ownership, ready to fight in the war against the Axis.

If the U.S. lands more than one type of aircraft in Labrador on any given turn, the game will simply choose the unit of highest value. The remainder of units will remain under American control unless they are left in the territory on subsequent turns.

Aircraft available for L&L to Britain...

Air Transport (Air Tran.)	Tactical Bomber (Tact. Bmbr.)
Fighter (Fgt.)	Strategic Bomber (Strat. Bmbr.)
Naval Fighter (N. Fgt.)	



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Allied-Chinese Lend & Lease

T.W.W. now allows the Allied powers to provide units to the Chinese. Similar to the preceding sections this is done by moving units into the territory of Eastern Szechwan (refer to Fig. 1) on their respective turns. Britain and the United States may give 1 of each unit type to the Chinese per turn excluding Trucks and materials which have no limit restrictions. Provided below is a list of the units available for Lend & Lease to the Chinese.

  Artillery (Art.)	  Truck
  Anti-Tank Gun (A.T. Gun)	  Tank
  Anti-Aircraft Gun (A.A. Gun)	  Material (Mat.)

In addition to these units the Allied Powers (Britain and the United States) may also provide the Chinese with 1 air unit per turn. Both powers may provide the Chinese with a Fighter or Tactical Bomber per turn through the territory of Eastern Szechwan.

  Fighter (Fgt.)	  Tactical Bomber (Tact. Bmbr.)
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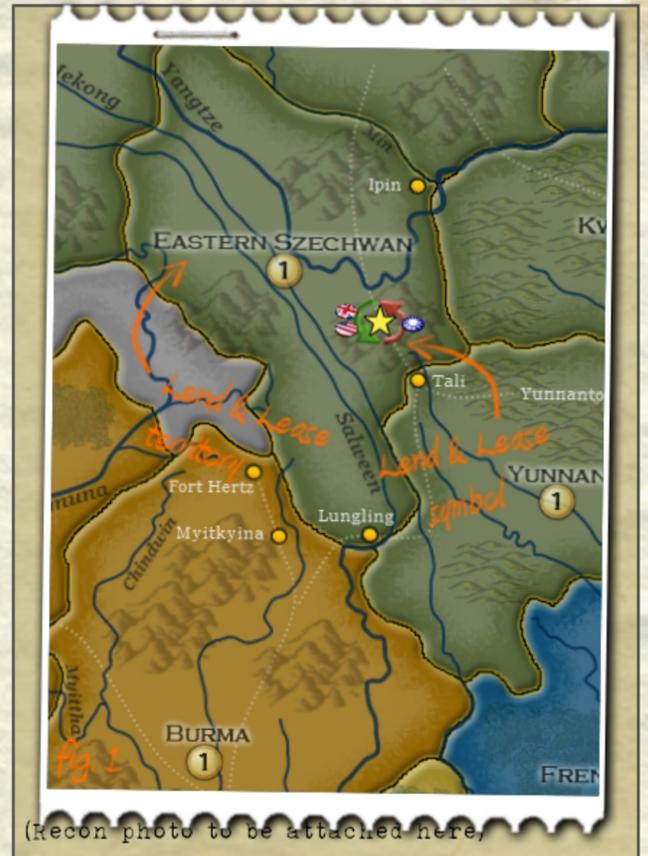
Since the addition of the Lend & Lease function for the Chinese represents a substantial advantage to them, this does not come without a price. Please refer to page 12 for the new rules governing Chinese territories.

Russian-Chinese Lend & Lease

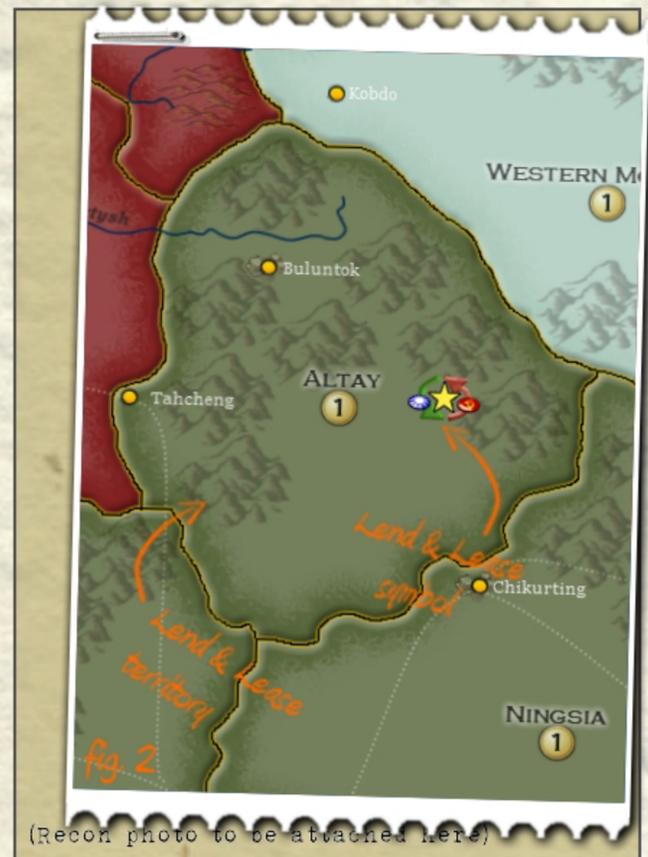
Finally, the new version of T.W.W. also has a Russian-Chinese Lend & Lease Feature. The Lend and Lease territory for Russia is the territory of Altay (Refer to Fig. 2). This Lend and Lease territory functions identically to all others. Provided below is the list of available units.

 Artillery (Art.)	 Truck
 Anti-Tank Gun (A.T. Gun)	 Tank
 Anti-Aircraft Gun (A.A. Gun)	 Material (Mat.)

Again please read page 12 regarding the new rules for Chinese territories as they also apply to the the Russians.



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TOP SECRET FOR YOUR EYES ONLY



Special Territory Rules

Within T.W.W. there are a number of special territory rules outside of the ones mentioned in the preceding Lend & Lease section. During the game there are a number of rules that govern the ability of different teams to; enter certain terr. of other nations, take possession of certain terr., earn income from certain terr. already under a team's control. All of the permissions and limitations are defined below. Since these rules ARE governed by the game engine you therefore simply need to be aware of them as you plan your strategy and execute your moves.

Mother Russia & Allied Armies

Due to the tenuous nature of the relationship between Stalin and the other Allied forces of WW II there are some very specific rules regarding the presence of Russian and Allied forces in any given territory. With the exception of the Lend & Lease Territories (please refer to the preceding section) and newly liberated Russian Territories, the Allies and Russian forces may never occupy the same territory. Russian forces may not re-enforce Allied territories and inversely Allied forces may not re-enforce Russian held territories. The only exceptions to this rule are;

- 1) Allied forces may move both Lend & Lease and non Lend & lease units into L&L territories during their turn. L&L units will change to Russian at the end of the turn while all other units will remain under the control of the original owner.
- 2) Allied units may enter original Russian territories if it is to liberate them from Axis control. Any such territory shall return to Russian control and the Allies will either need to move to any adjacent non Russian territory on its next turn or remain where they are. Allied units may only move further into Russian territories if it is also to liberate them from Axis control. If Allied units are moved into a territory and have no adjacent territory that is available to them, then they will remain stranded there until such time that a move is available to them.
- 3) If Russia loses control of Moscow or has lost Stalingrad, Leningrad & Novosibirsk to Axis aggression then Allied forces may move freely through all Russian territories.

Scorched Earth Policy

During WWII Stalin was so resolute in resisting Axis invaders that he ordered all crops burned and infrastructure sabotaged when regions were lost. Due to this extreme policy T.W.W. has included special rules to represent the measures taken by the Soviets. During the game any territories lost to the Axis containing Production Facilities shall yield no materials to the enemy.

Exiled Allies Territories and Protectorates

T.W.W. now contains the new national power of the Exiled Allies. This power is meant to reflect the European nations of; Norway, France, Netherlands, Denmark, Poland and Belgium. Since the starting date of the game is 1941 all of these powers had already capitulated to Nazi Germany. However since all of these nations continued to participate in the war, they have been included as the Exiled Allies. There are several significant rules that govern the Exiled Allies territories. These are covered below.

Crown Occupation



All territories marked with a Crown Occupation icon (refer to Fig. 2) remain as a Possession of the Exiled Allies. However the P.U. for these territories shall go to Britain. The Exiled Allies may build production facilities in these territories (where permitted by the requirements) while they are Crown Occupied territories. If these territories are lost to Axis aggression and subsequently liberated they shall become the full possession of the Exiled Allies and the P.U. generated will now be paid to them directly.

Military Protectorate



All territories marked with a Military Protectorate icon (refer to Fig. 3) remain as possessions of the Exiled Allies. However while these territories remain as Military Protectorates no P.U. shall be Gained by any nation. Instead the Military Protectorates provide a bonus to the Minor Belligerents of Australia, India and South Africa. The structure of these bonuses are as follows...

- 6 Protectorates held = 1 Mat. for Australia, India and South Africa
- 5-4 Protectorates held = 1 Mat. for Australia & India
- 3-1 Protectorates held = 1 Mat. for Australia

It is important to note that once lost and liberated all of the former Military Protectorates will become the full possession of the Exiled Allies and they shall now receive the P.U. for each Terr.

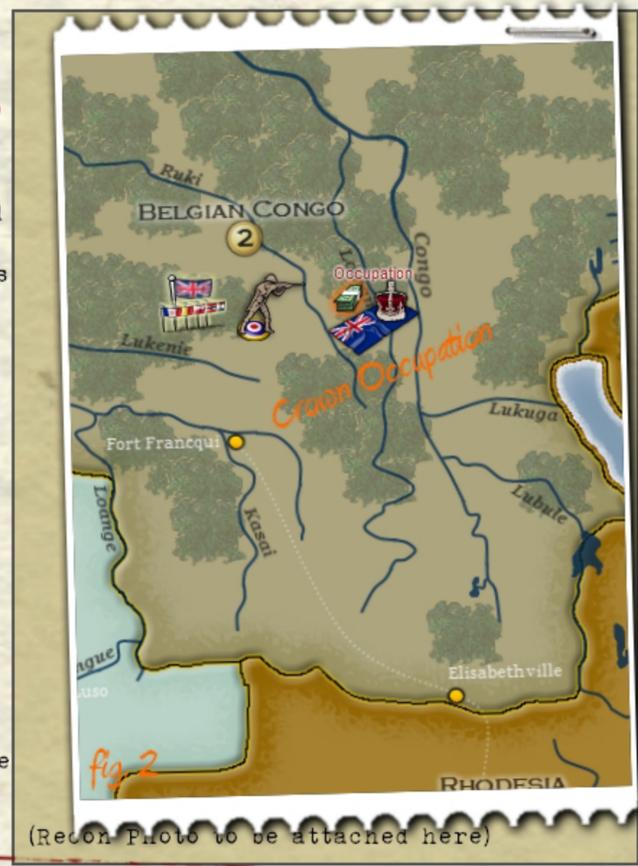
Minor Belligerent Expansion

Due to the limited Political and Military power of the Minor Belligerents the game is designed to appropriate certain territories to the Minors should they be captured by the Major Belligerents of the same Team. The list of appropriatable territories for each Minor is as follows...

- Finland ----- Western Karelia, Murmansk and Kola Peninsula.
- Vichy France --- Syria, French Central Africa, French Equatorial Africa.
- Egypt ----- Al Kufrah.
- Thailand ---- Burma, Malay.
- Manchuria ----- Vladivostok, Yakut, Eastern Mongolia, Khabarovskiy Kray.
- Exiled Allies ---- French Guyana, Norway, Central Norway, Northern Norway
- Denmark, Copenhagen, Low Countries, Paris, Northern France, Eastern France
- Western France, Vichy France, Corsica, Morocco, Algeria, South Western Algeria
- Southern Algeria, Tunisia, West Africa, French West Africa, Eastern French Africa,
- Gold Coast, Madagascar and French Indo-China.



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China & the Allied Powers

The territorial rules for China are identical to those for Russia. Allied forces (including Russian) may only enter L&L territories or Axis controlled territories of China. In turn China may also not enter any territories of the other Allied powers.

Also similarly to the preceding section, the exemptions to these rules are as follows...

- 1) Allied forces may move both Lend & Lease and non Lend & lease units into L&L territories during their turn. L&L units will change to Chinese at the end of the turn while all other units will remain under the control of the original owner.
- 2) Allied units may enter original Chinese territories if it is to liberate them from Axis control. Any such territory shall return to Chinese control and the Allies will either need to move to any adjacent non Chinese territory on its next turn or remain where they are. Allied units may only move further into Chinese territories if it is also to liberate them from Axis control. If Allied units are moved into a territory and have no adjacent territory that is available to them, then they will remain stranded there until such time that a move is available to them.
- 3) If China loses control of both Chungking and Northern China to Axis aggression then Allied forces may move freely through all Chinese territories.

Vichy French Indo-China

Due to the complex relationship that existed between the Axis nations of Japan and Vichy France, the territory of French Indo-China is setup as an occupied territory of Japan (refer to figure 1). Similar to the rules governing the Exiled Allies territories French Indo-China remains as a Vichy possession. However as long as this territory remains a Occupied Protectorate of Japan the P.U. shall be collected by Japan.

If French Indo-China is captured by the Allies and subsequently liberated by Japan the territory will become the full possession of the Japanese Empire allowing them to both collect the income and build production facilities there should they choose to do so.



Canals & Straits

In T.W.W. there are two different types of controlable water ways. Canals and Straits offer teams the ability to limit the movement of enemy naval vessels provided that they retain control of a predetermined Terr. or Territories. Canals represent artificial waterways that exert complete control over naval movement. Straits on the other hand represent narrow natural waterways that may be passed only by an oppositions submarines even if you have control of them. The list of the different waterways and the controlling territories is as follows...

Panama Canal ----- Panama
Suez Canal ----- Cairo & Sinai

Strait of Gibraltar ----- Gibraltar
The Danish Straits ----- Copenhagen
Strait of Bosphorus ----- Istanbul & Western Turkey
Strait of Malacca ----- Malay & Sumatra
San Bernardino & Surigao Straits ----- Philippine Islands

(control Territories are marked with ●)

It is important to note that in order to be in control of either type of waterway a team must have possession of the controlling Terr.(s) for one complete turn. In the event that opposing teams control 1 of the 2 territories of a water way it shall remain closed to both teams until full control is gained.



National Capitals



Indicates changes have been made since previous version!!!!

All nations in T.W.W. have either one or two Capitals that represent the economic center(s) for each individual nation. All national Capitals are identified by a roundel of the national flag and a unique icon specific to each power. Secondary Capitals are identified by a roundel of the national flag only (refer to fig. 1). Similar to many other games these Capital Territories represent the financial and organizational centers for a nation and as such enable a team to collect income (P.U.) from all the territories in its possession. Should any team lose their Capital Territory(s) during the course of the game all accumulated P.U. are immediately destroyed. *

It is important to note that within T.W.W. all P.U. are destroyed and that no team may capture enemy P.U. at any point.

Due to the complex nature of unit production within T.W.W. the game has been designed with some unique features that relate to the liberation of a National Capital Territory. The following section shall discuss the situation and the impact it has on game-play.

Major Belligerents



Since each nation in T.W.W. requires Production Facilities in order to produce units, a new feature has been added to the game to ensure that unit production is possible even after a national capital has been lost. In the event that a nation has lost its Capital Territory then it will receive 1 Combat Engineer and a Factory immediately following the liberation of the territory. This Automatic allotment of free units will happen EVERY TIME a Capital Terr. is liberated for any Major Belligerent as a means of ensuring that any such nation still has the ability to build itself back up. It should be noted that if a nation has multiple national capitals that both need to be lost in order for that nation to receive the free allotment. If both capitals have been lost then the first Capital Territory to be liberated shall receive the allotment. In the event both are liberated in the same turn the Primary Capital shall receive the allotment.

NOTE: All unit allotments occur at the start of the turn for the Nation who has had its Capital Territory Liberated. If a nation is liberating its own Capital Territory the unit Allotment shall happen at the start of its following turn. *

TOP PRIORITY INTELLIGENCE

NOTE: If a nation has two Capital Territories then both must be lost before that nation has its P.U. destroyed (refer to figure 2). In the event that both have been captured then the first Capital Territory to be liberated shall receive the unit allotment (Refer to figure 3).

NOTE: A National Capital Territory may be liberated by either the nations own units or those of any Allied Nation.

Minor Belligerents



Due to the fact that Minor Belligerents are controlled by the associated Major Belligerent, they do not receive any free units following the liberation of their National Capital Territory. The controlling Major Belligerent must use its resources to re-establish any and all Production Facilities.

Neutral Nations



Neutral are NOW INCLUDED in the automatic allotment of free units in the event that its national capital has been lost and subsequently liberated. As with the Major Belligerents, this allotment shall occur EACH TIME a Neutral has its capital liberated. The unit allotment will be identical to that of the Major Belligerents, 1 Combat Engineer and 1 Factory.



(Recon Photo to be attached here)



(Recon Photo to be attached here)



(Recon Photo to be attached here)



Research & Development



Indicates changes Have been made since Previous version!!!!

It is important to note that all individual research advancements beyond the first tier are accessible only if the prerequisite(s) has been achieved. Any technology that has multiple arrows pointing to it require those preceding techs to already have been achieved prior to it being an available tech for research. So plan all your advancements carefully to ensure you gain tactical advantages as you move up the chart to your desired goal.

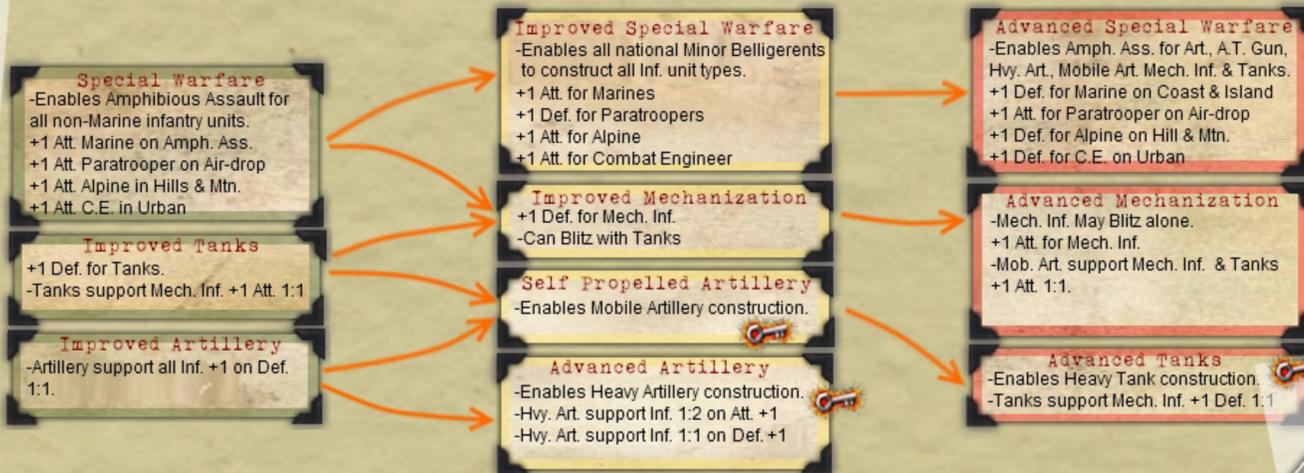
Please refer to the Turn Sequence section on page 3 for a full description of the R&D process.

Tier 1

Tier 2

Tier 3

GROUND WARFARE TECHNOLOGY TREE

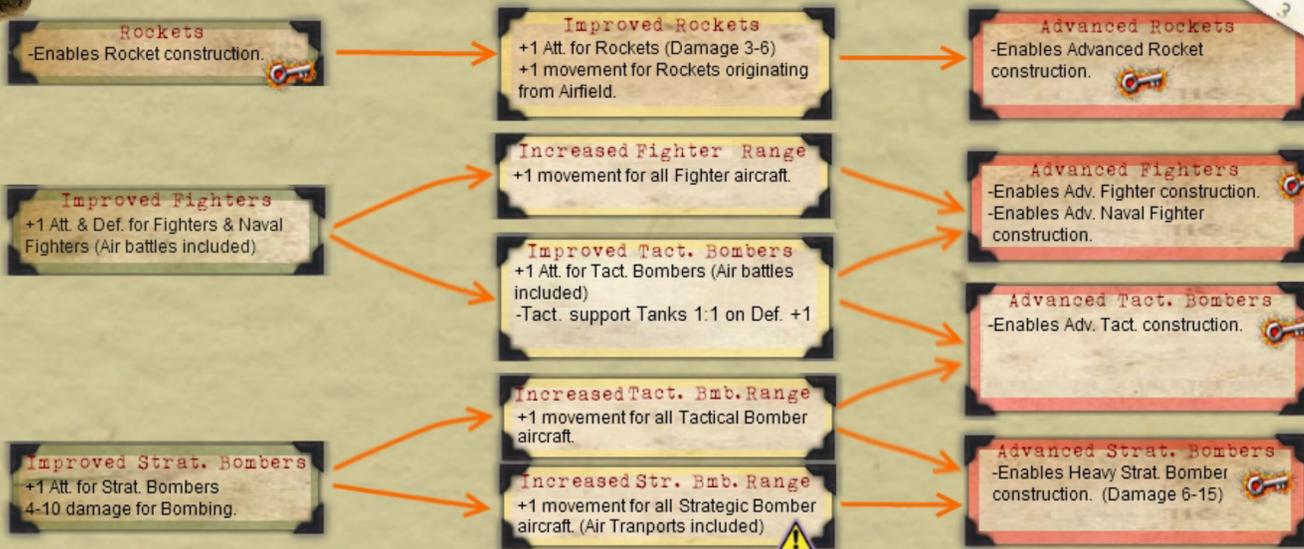


Tier 1

Tier 2

Tier 3

AIR WARFARE TECHNOLOGY TREE

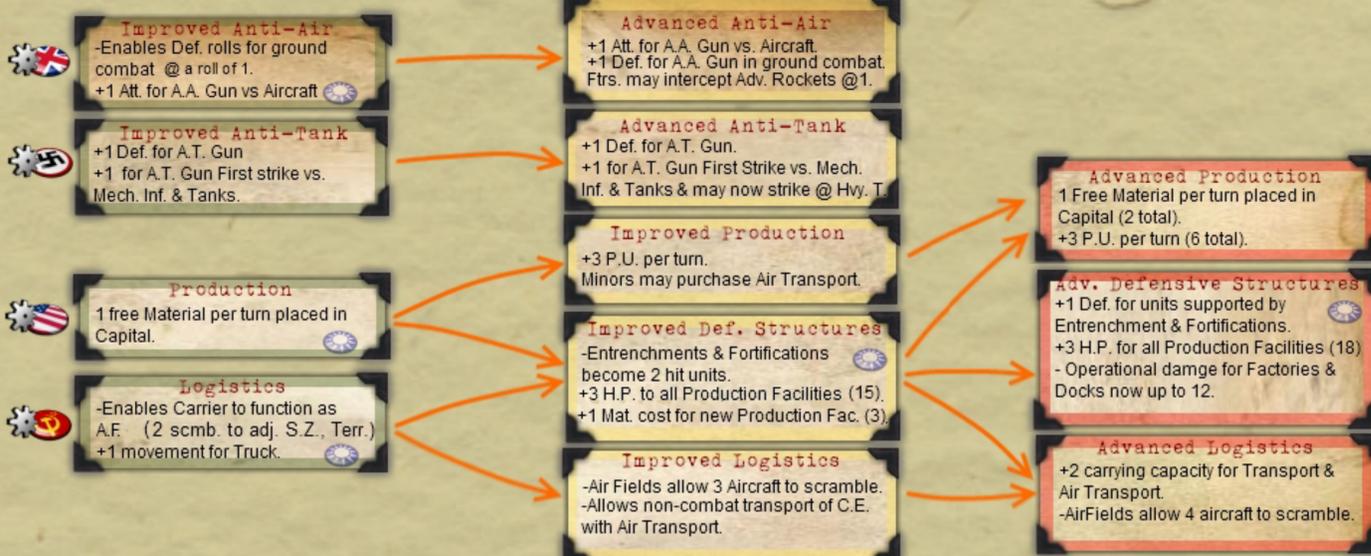


Tier 1

Tier 2

Tier 3

PRODUCTION & DEFENSIVE DEVELOPMENT TECHNOLOGY TREE

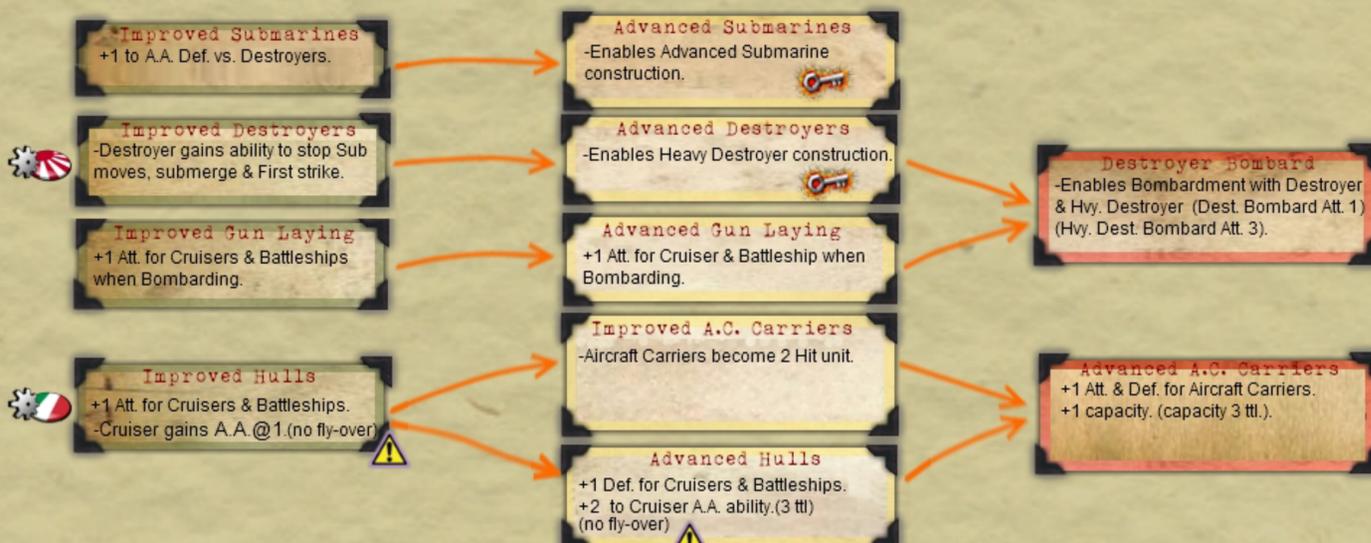


Tier 1

Tier 2

Tier 3

NAVAL TECHNOLOGY TREE



⚙️ Indicates National Tech. Advantage (optional). 🔑 Indicates new unit is released with Tech. achievement.

🇨🇳 Indicates limited Chinese Research field.

Credits & Acknowledgements

Game Design Team



Rolf Larrson

a.k.a. "God of all things XML"

Field Marshal of T.W.W. creator and primary design concepts. Count of Conditions & the Teuton of Triggers.



hepster

a.k.a. "Hepps" & "Agent Hepps"

Chief of the General Staff graphics and suplimental game design. Minister of Propaganda.

Triple A Development Team



Sean Bridges *M.I.A.*

a.k.a. "Swedish Chef", "Founding Father" The man who started the grand adventure that is Tiple A. To whom we owe a great debt of gratitude.



Vegryn

a.k.a. "The man that is Triple A" What can possibly be said that will properly describe the work that has been done. Without him, so much would be missing from the engine.



Frigoref

A developer for the Triple A project.



Edwin van der Wal

The "All Terrain" developer. Your contributions made a world of difference to T.W.W.



ComradeKev *M.I.A.*

a.k.a. "just a little nuts" As one of the initial developers we appreciate the work that was done.



Wisconsin *M.I.A.*

a.k.a. "Friend of the Map Maker" For putting together the Map Creator we thank you. With out it many dreams would have gone unrealized.



Player Contributors

Our appreciation goes out to those who have played, enjoyed and helped us make this the best game possible. Without the people that play, this game would have no purpose.

- | | | |
|---|--|--|
| RODTHEGOD Comments & suggestions. | EB Comments & suggestions. | Wassmuss Early Tester and quiet observer. |
| Eschelon Comments & suggestions. | wirkey a.k.a. Bugman. Father to the "Wirkey-class Cruiser". | redarmy Early Tester lost to re-release syndrome. |
| <i>M.I.A.</i> Roen.V.Toufi The man who quietly disappeared after going Top Secret. | Dima If I had only 5 P.U. I'd still try to buy a B.B. | Onanthebrbr Man of 1000 names. |
| Karl-591 Suggestions & Bug Tracking. | Zim Xero Comments & suggestions. | Emmanuel Hooked from day 1! |
| JayT Comments & suggestions. | <i>M.I.A.</i> Poho All things Allies! | MajorAHole Back from the dead with a new interest. |
| hendriks1 Rarely seen often heard. | Odesa Walks softly and carries a sniper rifle. | <i>M.I.A.</i> Spartan What can I say, he is SPARTA! |
| eurofabio Comments & suggestions. | lalapalooza Late to the table but never leaves. | <i>M.I.A.</i> TylerSm93 None shall remain neutral! |
| vaderence Comments & suggestions. | Prussia Comments & suggestions. | <i>M.I.A.</i> AceKiller Lots of enthusiasm and ideas. |

Other

We extend our appreciation to all the individuals and institutions that ensure our history is preserved, shared and taught, Lest we forget. For surely there is no path foward without a clear understanding of what has ocurred in our past. And while this is simply a game that we have provided, it has been made out of a deep appreciation for the sacrifices made, hardships endured and hard lessons learned that provide us with all we hold dear in our lives today.

To all those who have fought, are fighting, shall fight in the future and also to those who have lost loved ones...

...we shall forever remain in your debt.



NAVAL-HISTORY.NET 1998-2012

Archived by British Library, US Library of Congress, and Bavarian State Library Working with the Citizen Science Alliance Zooniverse Project/University of Oxford

(Special thanks to the above sites for providing detailed information used to produce the game)



Appendix I

Automatic unit placements

A new feature to the game has been included in T.W.W. 2.5. As a method to ensure that some of the changes made to other parts of the game do not cause imbalances, we have added the new feature of Automatic unit placements in specific territories around the map. These placements are marked on the map in the territories where they shall happen (refer to figure 1). The automatic unit placements are meant to reflect the presence of partisan forces for the original owner. All units are placed into the terr. following the combat moves of the current player and are a one-time event immediately following the first liberation of a marked territory. ⚠

The quantities of unit placements are as follows...

Exiled Allies:



Paris; 1 Inf., 1 C.E., 1 Artillery

Low Countries; 1 Inf.

Norway; 1 Inf.

Poland; 1 Inf.

Algeria; 1 Inf.

Italy:



Italian Somaliland; 1 Inf.

Abbyssinnia; 1 Inf.

Germany:

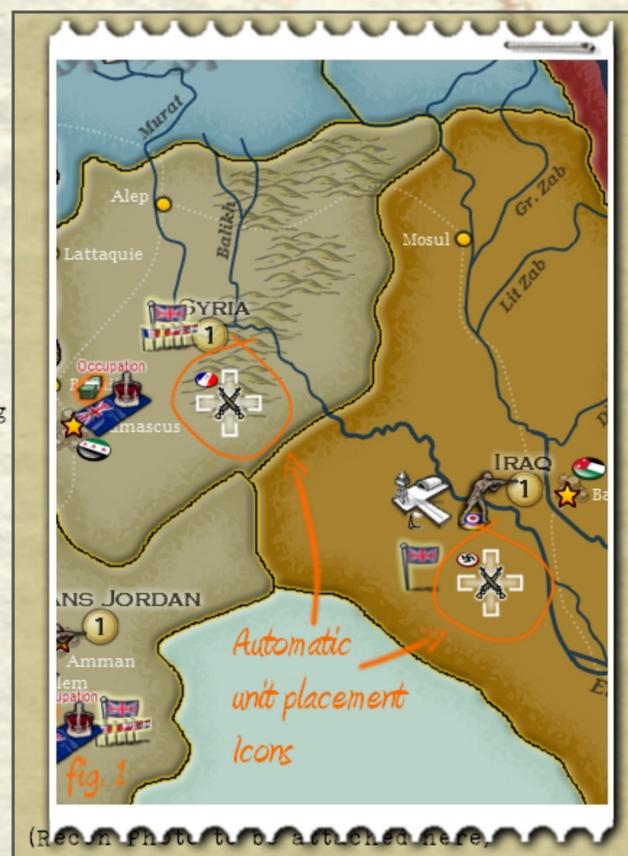


Iraq; 2 Inf.

Vichy France:



Syria; 1 Inf.



Indicates changes have been made since previous version!!!!

Rules Clarifications ⚠

In order to reduce confusion the following rules have been provided to clearly outline any gray areas within the game.

Aircraft Movement ⚠

All fighters being launched for attacks must have a viable landing spot prior to the commencement of battle. This means that no fighter may be moved into combat if its landing spot is dependent on a separate battle during the same combat phase of a player's turn (regardless of whether Low Luck guarantees a victory in the second battle or not).

Combat Engineer & Constructions ⚠

Combat Engineers may build structures in any territory held for one turn even if they have participated in combat and have been withdrawn via a retreat. As long as the Combat Engineer ends its turn in a territory that has been held for one turn (and where the requirements have been met) he may build any structure available to the player.

Player Defined Rules ⚠

It should be noted that if players want to change any of the defined rules of the game they should feel free to do so as long as all parties agreed on them prior to commencing a game.

Appendix II

This second Appendix page has been added to the game manual to help new players become acclimatized to some of the different and new features included in Total World War: December 1941.

Starting a Game

At the start of a game the player who is controlling Germany will be prompted to choose from a number of "bid" placements that shall determine which game features/options will be used for the remainder of the game. These game features are as follows...



Each Major Belligerent shall start the game with one Technology. Improved Anti-Tank Guns, Logistics, Improved Destroyers, Improved Anti-Aircraft Guns, Improved Hulls and Production.



Teams may only Declare War against the 4 Neutral Nations. No alliances with Neutrals are possible except as a result of a Declaration of War. (Politics must still be enabled)



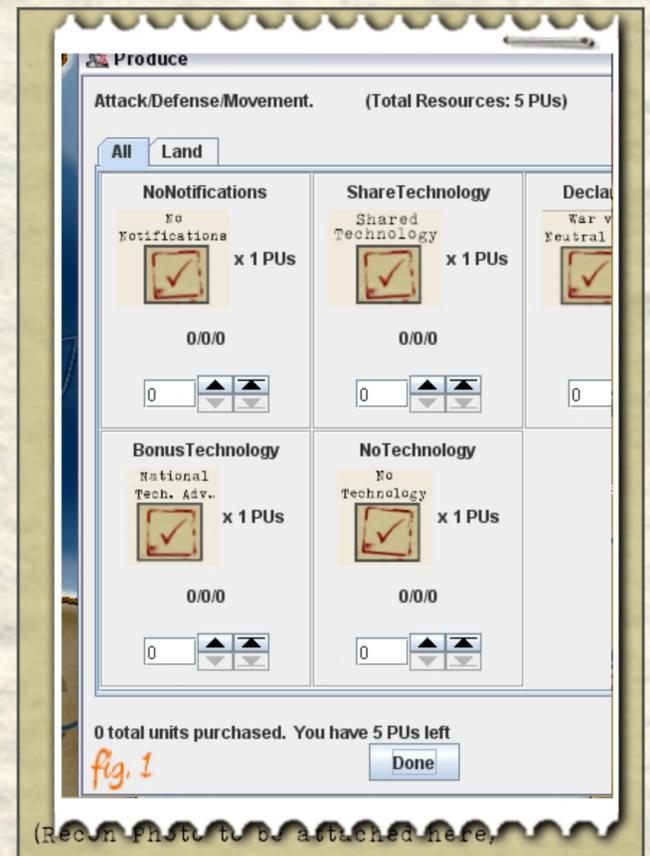
The game will not display any of the 60 notifications that have been included within the game to mark the major events of W.W. II. (If you have not tried the game at least once you should check them out at least once)



There will be no R&D within the game. (Technology Development must be deselected prior to launch) The Game shall automatically release certain Techs at...
 -Round 2 Amphibious Assault for all Inf., Carriers will allow scrambling of aircraft.
 -Round 4 All Inf. are Air Transportable in N.C., all Tanks, Mech. Inf., Artillery and Mobile Art. may participate in Amphibious Assaults.
 -Round 6 All Fortifications, Entrenchments and Aircraft carriers become 2-hit units.



Allows Germany and the United States to gain Technology Advancements from Italy and Britain (respectively). The Techs are gained during the Tech. activation phase of the receiving nation (with any of their own R&D) on their next turn.



The player for Germany simply needs to select one of each of the game features/options that all players agree they want to play with and then select done. The game features/option that have been selected are then placed into the box located on Greenland on the map. It is important to note that not all options work in conjunction with one another, so be sure to familiarize yourself with what each one does prior to making any selections.

Basic Game Version Rules

To better prepare you for the game experience the following section shall outline some of the basic rule sets that you may already be familiar with from other game versions within Triple A.

	<u>Rule Setting</u>	<u>Editable</u>		<u>Rule Setting</u>	<u>Editable</u>
All Infantry can Amphibious Assault from game start (Special Warfare required to allow all, Marines only at start of game)	FALSE	FALSE	Air Attack Sub Restricted	TRUE	FALSE
Low Luck	TRUE	TRUE	Ignore Transports in Movement	TRUE	FALSE
Low Luck for AntiAircraft	TRUE	TRUE	Unescorted Transport Dies	FALSE	FALSE
Tech Development	TRUE	TRUE	Ignore Sub In Movement	TRUE	FALSE
Low Luck for Technology	TRUE	TRUE	Defending Subs Sneak Attack	TRUE	FALSE
Use Politics	TRUE	TRUE	Sub Retreat Before Battle	TRUE	FALSE
Shore Bombard Per Ground Unit Restricted	TRUE	FALSE	Submersible Subs	TRUE	FALSE
Paratroopers can Attack Deep into Enemy Territory	TRUE	FALSE	Sub Control Sea Zone Restricted	TRUE	FALSE
A.A. always on	TRUE	FALSE	Two Hit Battleship	TRUE	FALSE
Battleships repair at beginning of round	TRUE	FALSE	Attacker Retreat Planes	TRUE	FALSE
Two Hitpoint Units Require Repair Facilities	TRUE	FALSE	Unit Placement In Enemy Seas	TRUE	FALSE
Scramble Rules In effect	TRUE	FALSE	Limit SBR Bombing Per Turn	FALSE	FALSE
Scrambled Units Return to Base	TRUE	FALSE	Neutrals are Impassible	TRUE	FALSE
Unplaced Units Live when not placed	TRUE	FALSE	Neutrals are Blitzable	TRUE	FALSE
Choose A.A. Casualties	TRUE	FALSE	Neutral Flyover Allowed	FALSE	FALSE
Multiple A.A. per territory	TRUE	FALSE			
Partial Amphibious Retreat	TRUE	FALSE			