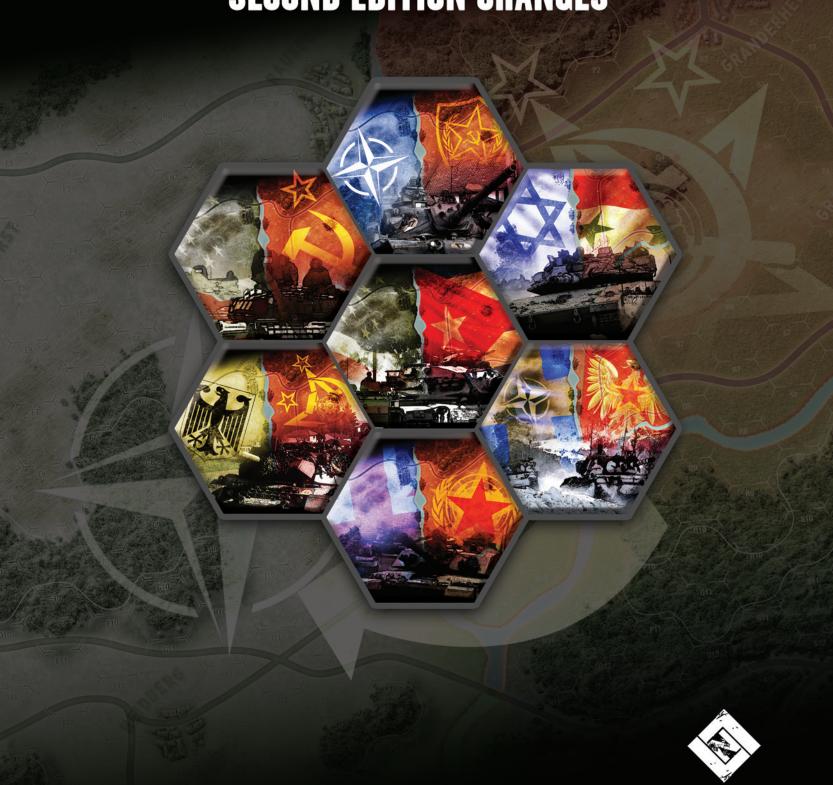# WORLD AT WAR 85

SECOND EDITION CHANGES

1.0   World At War 85 1st to 2nd What's New

If you played the first edition and are interested what new or has been changed in the second edition, here is a quick list. This does not in compress all the changes but is a good starting point.

1. Newly designed counters are larger and easier to read. Better font, and no more underlines, plus signs, or infinity symbols. All ranged attack values are across the counter top while defense, move and assault are along the bottom, further aiding readability.

2. Old Augmented firepower (+ sign) has been designed into new values (typically less fi re-power but better To-Hit

3. Old "infinity symbol" for indirect fi re units removed. Replaced by an actual, calculated range.

4. Old underline for Enhanced Move & Fire indicator has been removed. Units with Enhanced Move & Fire capability have orange firepower numbers.

5. Completely redesigned range, firepower, armor, movement, and assault values for all units in the game.

6. Support weapons, Close Air Support markers and many game markers have the same art front and back to make finding them easier.

7. Enlarged map hexes to accommodate larger counters but with no loss of playing area. Maps are now 13.25" x 19.25"

8. All maps are geomorphic

9. Game Turn, new artillery tracks.

10. New Holding boxes for unused Support Weapons and undeployed HQs, as well as Suppressed (temporarily eliminated) HQs and casualties.

11. Formation names have been removed from the unit counters in favor of color coding by color band. Color coded formations allow for greater variety and attachments. A simple formation card of the same color can rename a formation and also change its morale and command range values.

12. New Core Rules, incorporate many aspects that used to be special scenario rules, like Initiative, helicopter landings, night fighting, parachute drops, etc.

13. Improved rules organization reflected in the Table of Contents, glossary of abbreviations, and an Index.

14. Color-coded rules sections keyed to the Table of Contents

15. Codified Sequence of Play on a player aid with rules references. Initiative phase added on first turn only on a per-scenario basis.

16. Codified and simplified Electronic Warfare rules. EW 2/1 marker changed to EW/EW Reducing to clarify. EW reduces with a Morale/Training roll of an HQ but automatically is removed once reduced during marker removal.

17. Smoke 2/1 marker changed to Smoke / Smoke Thinning on the back to clarify.

18. Codified and simplified Close Air Support rules. Close Air Support has a card (for sequencing) and a counter (for deploying on the map versus anti-aircraft fire)

19. Formation deck of cards draw for activation instead of pulling counters

20. Formation cards now include the Formations Morale/Training Value; Command Range; and reduced Command range when the HQ is reduced.

21. New Scratch Force formation card can contain multiple colors and/or nationalities

22. New game function cards for the formation deck: End Operations (instead of End Turn as there is a phase after Operations called Marker Removal); Battlefield Event/Friction; Electronic Warfare; Close Air Support

23. New Leader markers attach to specific units. Transferable but may not move on their own

24. All Direct fire ranges use Point Blank (half-printed or less round down) bonus, Effective (printed) and Long Range penalty (past printed to double printed)

25. Easy to implement rules for missile ammunition checks. New counters for Reloading Missiles; Missile Ammo Low (one salvo remaining) and Missile Ammo Out.

26. Minimum ranges implemented for some missile units

27. Simplified Improved positions rules.

28. Addition of Placed and Random minefield markers. Minefields may be hidden.

29. Added Engineering rules including Breaching (clearing) minefields, clearing rubble hexes and bridge-laying units.

30. More realistic but still easy to use LOS rules revised to re-flect elevations including the new helicopter modes. Terrain height and unit height are de-fined, blind spots are revised to be realistic depending on altitude diff erence between attacker and target hex.

31. Added Helicopter Transports.

32. Additional modes for Helicopters including Landed and Nap of the Earth mode, the latter allowing use of terrain to try and avoid air defense fi re.

33. Clarifi ed and expanded Transport/Passenger rules. Passengers may unload into an adjacent hex and even into an Assault, subject to Opportunity fi re.

34. Anti-aircraft fi re expanded to all units but only Anti-aircraft units use full strength. Others are severely limited in range and eff ectiveness.

35. Streamlined moving fi re rules make for a more mobile game.

36. Move and Direct fi re expanded to all units, but units without enhanced Move & Fire capability (Orange firepower) are severely limited in this capability (short-halt).

37. HQs are now markers, are harder to hunt, and less of a loss when they are hit. Also they always return unless the entire formation is eliminated.

38. Reactive and Composite armor are refl ected on the unit counter and decrease missile eff ectiveness.

39. Stacked Warsaw Pact armor now have Volley Fire bonus if they fi re together.

40. Units with High Rate of Fire HE may use HE versus armor units. Designated by Game.

41. Minimum direct fi re Firepower after all modifi ers is 1

42. Maximum direct fi re To Hit after all modifi ers is 6

43. Combat Results codifi ed in one section of rules versus four classes of targets: Ground Units **and Helicopters**; HQs/Leaders; Trans-ports and Passengers; and Close Air Support

44. Possible Rubble and/or markers if 3 or more net hits occur in a Blocking Terrain hex; added Clearing markers when Rubble cleared; Added Burnt Out markers when Fire burns out.

45. Fire may collapse bridges on the map; deplete minefields in the fire hex; or spread to adjacent terrain.

46. Added rules for On-Board indirect fi re as an action (off -board remains the same). Added classes of minimum range for on-board small mortars (no minimum); medium to large mortars (2 hexes) and artil-lery and larger (7 hexes)

47. A unit in Blocking terrain gains extra Concealment when fi red at by missiles

48. Artillery now strikes each unit in a hex

49. On-board artillery fi re is now codifi e

50. Artillery Strikes may scatter up to two hexes or the fi re may be checked

51. Non-HQ units may spot for On-board indirect fi re if they pass a spotter check (morale/train-ing roll)

52. Both Smoke and Artillery delivered mines may deliv-er a variable pattern of up to three counters, as long as each counter is adjacent to at least one other counter in the strike

53. Streamlined Assault rules. Codifi ed all modifi ers in one section, including cross-bridge and cross-river penalties

54. Overrun has been removed

55. Streamlined Direct Fire mod-ifiers, all collected on a player aid

56. Every die roll in the system collected on a player aid with rules references

57. More balanced events table.

58. Weather changes integrated as an event. One-turn Squalls and permanent Mud are possible.

59. Battle Generator and fully re-vamped points system in-cluded for DYO scenarios. New Objective and Objective Points cards aid this process.

60. All scenario introductions rewritten to a new real-world background story.

61. Scenario orders of battle im-plemented with full-sized, full-color depictions of the units needed in any scenario.