WORLD AT WAR 85
HOW TO PLAY THE GAME IN TEN MINUTES

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World at War : 85 is not a complicated game but, since it covers many different situations, the rules set is on the long side. This short document will take you through an activation, to get you rolling towards Fulda in ten minutes.

SO, YOU'VE SET UP YOUR CHOSEN SCENARIO ....

We will leave the Battlefield Events Card to the side, as well as Close Air Support and Electronic Warfare. We will also leave helicopters, as well as fire and rubble [section 10.9: a possible result of firing at cities, woods & crops] aside for the moment. The deck will therefore have both sides' formation cards, as well as two (rarely three) End Operations (EO) cards:

The deck can also include Designated Formation cards:

These allow you to activate one formation among those indicated in the scenario rules – in some scenarios (e.g. scenario 2) the Designated Formation Card is only added in the deck during some turns – again, as stated in the scenario rules.

LET'S DRAW!

So, let's say one of YOUR formation cards was drawn. If either player has the "Initiative", and there was no "draw", the activation will work exactly the same way: an Initiative Activation is basically a freebie activation.

As it is the first turn, none of the units will have "Ops Complete" markers on them – yet.

Otherwise, they get removed at this stage – as they are at the end of the turn (where everybody gets a refresh). In other words, if you are defending, this is where your troops get "refreshed" and will be able to shoot again.

After this, first order of business is placing your HQ: It is placed on a given unit, which will receive its bonus (on the counter) both to its Morale/Training value (MT – the number in the red hexagon on the formation card) for the various tests (reloading, recovering from disruption) and to its number of dice for direct fire or assault. HQs also spot for artillery, on-board and off-board. Recon units (red triangle) do as well.

Where you place your HQ matters because units outside of the command radius (on the card, below the MT: left – green - for the full strength HQ, right – gray - for the reduced HQ) will need to roll equal to or less than their MT in order to act normally. If they fail, they are placed Out of Command (OOC) and will not act during the activation – they will, however, be able to conduct opportunity fire at moving enemy units later in the turn. The test is done hex by hex, not unit. Some units, typically Recon units (marked with an red triangle) and Commandoes/Spetznaz/Special Forces (typically marked with a yellow triangle), are always in command, so you need not worry about this command radius.

After that test is done, the next step is to test for missile reload: every undisrupted unit with a missile reload marker – which it may receive after firing missiles, see below - must test M/T. If it succeeds, the marker is removed; if it fails, there are different consequences depending on the type of unit : you will find the table to determine what those are on Player Aid Card 5, page 2 of 2, the Missile Ammo Usage Chart.

Following that, units that were disrupted will test morale to try to recover from disruption: again, rolling equal to, or less, Than their modified M/T. HQs attached to the unit give their command bonus; the unit gets a +1 penalty to the die roll if it is OOC.

Next comes off-board artillery fire: HQs and recon units can call off-board artillery strikes on hexes they have a line of sight (LOS) to (see below, Fire!, for more on LOS). The procedure is explained in detail in section 14.5. In short, the artillery (which includes smoke) lands on target on any die roll except 6. If it is 6, it scatters and bad things can happen. Well, if it's 1-5, bad things will happen to the units on the receiving end, as off-board artillery is deadly, even for armor: see section 14.7.2 for details. The system covers specific ammunition (DPICM, MLRS ....), the ones you will need for your first games are high explosives (HE) and smoke (14.8). Do read the section on smoke in the terrain effects chart carefully: it is an essential weapon for the Pact.

MOVE! MOVE! MOVE!

OK, so now that the preparation is over, let's get to actions. Before that, a reminder: stacking is two units per hex. Period. And it applies at all times – units in excess are eliminated (see 9.2).

Except for passengers, which are part and parcel of the transport vehicle (see 9.8), until they unload. Section 9.8 explains the mechanics of loading / unloading: be aware you can unload into an adjacent hex (often used in assaults ...), and loading/unloading can use up some of either or both units' movement points.

Units can either Move or Move and Fire (for the latter see 11.0) – NEVER fire, then move (to execute shoot and scoot, you need two activations). Move and Fire causes the Fire action to suffer varying penalties depending on the type of stabilization they carry (see chart in section 11.0), and units without advanced stabilization can only move half their movement allowance, and then shoot.

Moving is straightforward: pay the cost indicated by the terrain effects chart for the hex entered into, depending on the unit type (troops or vehicles). Beware, however: enemy units with LOS to the hex you are moving into can execute opportunity fire, one unit per hex moved into (for specifics, see Fire! Below, and section 10.11 in the rules).

LOS FIGURE 02 - Same Unit Height: ONE OBSCURING HEX? LOS NOT BLOCKED
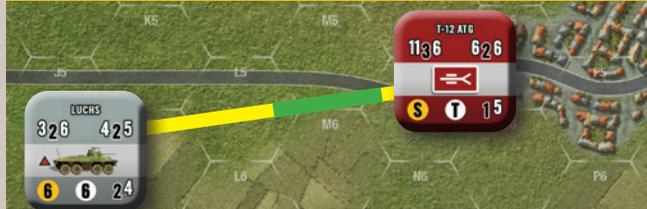
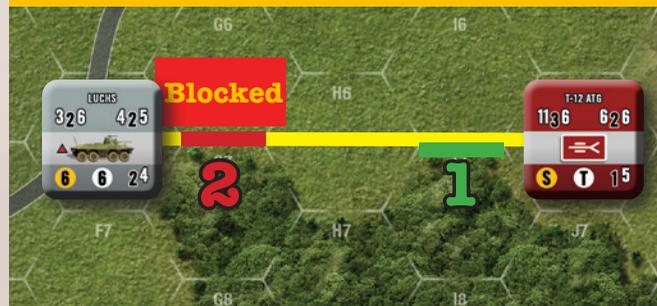**LOS FIGURE 03** - Same Unit Height: TWO or MORE OBSCURING HEXES? LOS BLOCKED

LOS FIGURE 04 - Same Unit Height: OBSCURING HEXSIDES? LOS NOT BLOCKED

LOS FIGURE 05 - Same Unit Height: ONE BLOCKING HEX? LOS BLOCKED

LOS FIGURE 06 - Same Unit Height: TWO BLOCKING HEXSIDES? LOS BLOCKED

And be careful not to create traffic jams for your units by already having two units in the hex you are trying to move through ......

FIRE! FEUER! OGON!

Now we move to the part where we get to blow things up....

If it can be seen, it can be killed: some notions on line of sight (LOS)

To simplify : the LOS is blocked (i.e. firing is not possible) if it must go through one hex of blocking terrain (city, woods, hill) between the intended shooter and the target – excluding the target's hex. LOS is also blocked if it must go through TWO obscuring hexes (crops, wrecks).

To see units that are "downhill" (and, vice versa, for the unit uphill to be seen), you must be on the edge of the hill.

LOS FIGURE 08B - Unit Height 2 = Obstacle Height 2: Intervening hex obstacle height equal to one unit height? LOS BLOCKED
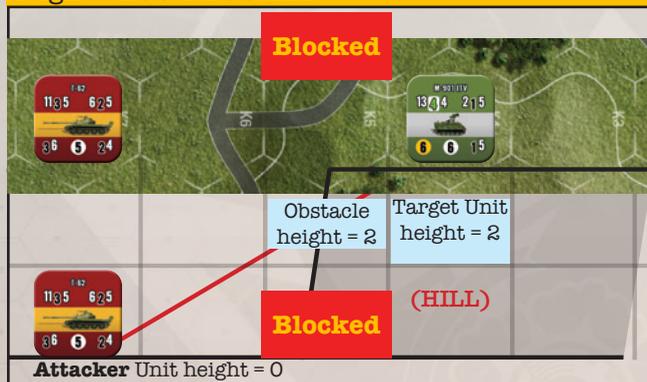
You can see over obstacles but they create "blind zones."

LOS FIGURE 09 - Intervening hex obstacle height ONE level lower than the one unit height and ONE level higher than the other unit height
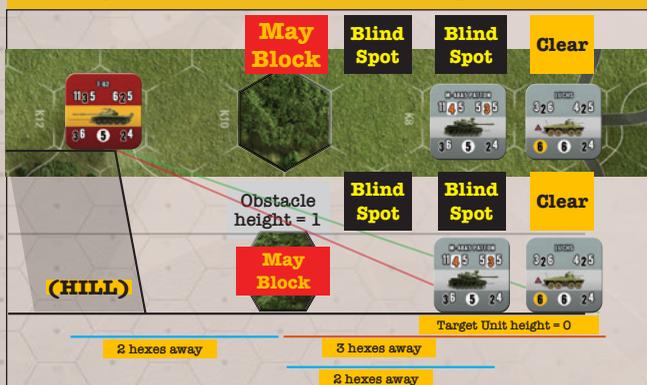
For more, and how hexsides fit into the picture, refer to section 10.2 and the very useful player aid PAC08, Line of Sight Examples and Height Reference.

Let's roll: direct fire mechanics

You, as the attacker, will roll the number of dice on your counter for either HE (soft targets and light armor – save number in yellow circle) or AP (soft vehicles, light and heavy armor), add the HQ bonus (if any), subtract the possible penalty for move and fire (see above), and try to roll at least the to hit number (see pages 6-7 for where it is on the counter), which is lowered by one at point blank range (half printed range, rounded down), and increased by one at long range (beyond printed range, and up to twice the printed range).

Then, if any potential hits are scored, the target will roll a number of dice equal to its armor rating, plus dice for terrain, and possible concealment (see the PAC03, the TEC) – concealed units are, essentially, units that have not acted, are in cover, and are far away from enemy recon units, and try to roll equal to, or more, than its save number. Every save negates a possible hit. Troops have no armor, but get a save number of 5. Armor has a maximum defensive bonus of +2 dice (troops have no maximum). Other subtleties are detailed in section 10.6.

Missiles – very powerful weapons – have two weaknesses: tanks with reactive / composite armor (orange triangle) have their save lowered by one, and targets in woods or cities get an extra save die (missile guidance wires really don't like buildings or trees).

Also, after firing, the unit needs to roll less than its morale (M/T) or have a missile reloading marker put on it – it cannot fire missiles until it is removed (see section 10.10).

When the defender has rolled for saves, the net number of hits gives the result:

- One disrupts an undisrupted unit. A disrupted unit is severely limited in the actions it can take (moving, but not closer to visible enemies, and defending in assaults, with a penalty – see 10.8.2),

- Two on an undisrupted unit disrupts and reduces it (if a two step unit) or eliminates it instead if it was already reduced, or is in fact a one-step unit (with no reduced side).

- Three eliminates any unit outright (a vehicle is then replaced by a Wrecks marker).

- An already disrupted unit that takes one hit is reduced instead, a reduced unit that is reduced again is eliminated (see 10.7.1).

There are some subtleties, notably regarding HQs and passengers, to be found in sections 10.7.2 and 10.7.3. HQs can be "suppressed" (reduced and removed from the game for a turn) if any unit in their hex is reduced or eliminated (10.7.2).

UP CLOSE AND PERSONAL: ASSAULT

Assault requires moving into an enemy's hex (see section 13.0). Both sides roll for hits (HQ bonus included), there are no saves, and no terrain modi-fiers – except that improved positions negate one hit. The side who takes the most hits has to retreat to its original hex if the attacker, to a hex opposite that of the attacker if the defender. In case of a draw, the attacker must retreat.

There are only a few modifiers, but they are important: in short, undisrupted infantry has an advantage over tanks unaccompanied by infantry, especially in cities, assault across bridges are difficult and dangerous if the defender is not disrupted (see section 13.1). Reminder: disrupted units can fight back, but with a to-hit number of 6 (p. 70).

SO ... I'M DONE?

Yes, and so the next card is drawn. The turn stops when the second EO card is drawn (even if there are three in the deck), and you move to the marker removal phase (section 2.3)

AND WHAT IF ONE OF MY FORMATIONS WASN'T DRAWN?

Only one EO card is left in the deck for the following turn: the other one or two cards are placed under the HQs of all formations that have not activated once. They are returned to the deck only when all such HQs have activated once in the next turn. In other words, you are guaranteed one activation the following turn (see section 2.3.7).

There you have it! You can now set up counters and try your first game.