

WWIII Invasion America Mini

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This scenario takes the situation depicted in 'Invasion America' and translates it into a short game to be played using amended 'World War 3' rules and components. For a historical rationale, look in the 'Invasion America' rules folder or on the back of S&T 53. Those who have to chose the latter alternative do not know what they are missing, in our estimation, 'Invasion America' comes close to the 'perfect' game. Possibly its one fault is the length of time (about 4 hours) needed to play it, hence this mini-game for 'WW3'.

This game is probably best for two players; use USA units for USA and Canada, and USSR units for the invaders. If you wish to differentiate the various coalitions, scavenge unit counters from other strategic games (WW2, 'Global War').

Some rules changes are necessary to 'WW3' to make this game possible.

Rules Changes

4.0 Sequence of play.

4.1 The Game-turn. Each game-turn consists of nine phases, which are divided into two Player-turns.

4.2 Sequence outline.

A. Invader Player-turn

1. Invader Land Movement Phase.

The invader may move his land units in any direction up to the limit of the current season's movement allowance. Amphibious Assaults are also conducted in this phase.

2. Invader Land Combat Phase.

Invader player may attack any USA/Canadian land units adjacent to friendly units at the phasing player's option.

3. Invader Strategic Movement Phase

The invader player executes sea movement of land strength points.

4. Invader Reinforcement Phase.

Invader player receives reinforcements due for that turn.

B. USA/Canada Player-turn

5. USA Reinforcement Phase.

6. USA Land Movement Phase.

7. USA Land Combat Phase.

8. USA Strategic Movement Phase.

USA player may now move up to two strength points through friendly communications areas an unlimited distance.

9. Turn Record Phase.

4.3 Game Length. The game takes place in turns 4,5 and 6 of the 'WW3' turn record track.

5.0 Land Movement

5.5 Amphibious Assault

5.51 Only the Invader player may use Amphibious movement.

Amphibious movement is done at a rate of 1 to 1 in Amphibious Movement Points to Combat Strength Points.

5.52 Amphibious movement may be from a friendly port to an unoccupied coastal hex or a coastal hex occupied by USA/Canadian Strength Points. If the Assault hex is occupied, the occupying units must be attacked in the following Invader Land Combat Phase.

If the defending units are not eliminated or retreated from the Assault hex, the units making the Amphibious Assault are eliminated.

5.53 Amphibious Assaults have no maximum range, but may not be executed against undeveloped hexes.

5.54 The Amphibious capacity given in the scenario order of battle is a per turn total of Amphibious Movement Points.

5.55 If the Assault takes place against an unoccupied hex, the Invader may place a port unit on the Assault hex. This uses 2 Amphibious Movement Points to accomplish. The newly-placed port functions in all ways as a 'normal' port, but does not have to be garrisoned by the Invader to act as a supply source.

5.56 Note that there are no air interdiction effects on Amphibious transport.

9.0 Supply

9.1 Supply sources.

9.11 Invader units trace supply to a friendly port hex. This is defined as a home country port, a port counter, or a USA/Canadian port presently occupied by Invader forces. In addition, units which have in the current game-turn made an Amphibious Assault are always in supply.

9.12 USA/Canadian units trace supply to a friendly industrial hex.

17.0 Production

17.1 There is no production as such: reinforcements are received automatically as detailed in the scenario.

17.2 Invader reinforcements appear on friendly port hexes in the Invader reinforcement phase. Each coalition's reinforcements must appear on its own hexes. Reinforcements may appear in enemy ZOC.

17.3 USA/Canadian reinforcements appear on friendly industrial hexes in the USA reinforcement phase. Each country's reinforcements must appear in that country. Reinforcements may appear in enemy ZOC if stacked with friendly units.

17.4 Reinforcements may not be placed in a position where they would exceed stacking limits. If for any reason reinforcements cannot be received, they are lost.

21.8 Special Rule – Invader noncooperation

Units from different invader coalitions may not stack together or combine strengths in combat. Other invader coalitions' units are considered enemy units for the purposes of tracing supply, etc. Note that the USA and Canada are considered as one country for all purposes except appearance of reinforcements.

21.9 Special Rule – Naval Transport

There are no MS units as such: naval capacities given in the scenario are considered per turn capacities. Naval transport has no range limitation. Ports may not be 'carried' by naval units as they are by amphibious units. Naval transport (like Amphibious transport) may not be destroyed or 'loaned' between coalitions.

21.10 Special Rule – Amphibious Assault Location Restriction.

ESC and SAU units may only make amphibious assaults on the Atlantic coast of North America. PAL units may only make amphibious assaults on the Pacific coast of North America.

Scenario

Order of Battle

First Player: Invader

European Socialist Coalition (ESC):

40 land strength points; 20 MS; 10 Amph; 2 ports. Deploy in Cuba.

South American Union (SAU):

25 land strength points; 15 MS; 10 Amph; 2 ports. Deploy in South America (South-east of hex 1512, but not including hex 1512).

Pan-Asiatic League (PAL):

40 land strength points; 20 MS; 10 Amph; 2 ports. Deploy in China and/or Japan.

Second Player: USA and Canada.

United States of America (USA):

50 strength points. Deploy in USA, Alaska and Central America (North-west of hex 1512 and including hex 1512).

Canada (CDA):

12 land strength points. Deploy in Canada.

WWIII:

Reinforcements (land strength points per turn):
 ESC:9
 SAU:9
 PAL:10
 USA: 8 + 1 per industrial hex not captured
 CDA: 4 + 1 per industrial hex not captured

Victory Conditions:

USA/CDA player must control at least 340 points of hexes at the end of the game.

Victory Point Schedule:

hexes worth 3: 2602, 2312, 1710.
 hexes worth 5: 2313.
 hexes worth 6: 1912.
 hexes worth 7: 2903, 2805, 2706, 2709, 2607, 2506, 2306, 2414, 2308, 2208, 2209, 2010, 1808, 1709, 1609.
 hexes worth 8: 2111.
 hexes worth 10: 2307, 2108, 2110, 2011.
 hexes worth 11: 2213.
 hexes worth 12: 2309, 2212.
 hexes worth 13: 2012.
 hexes worth 14: 2207, 2009, 2109.
 hexes worth 15: 2106, 2112, 2006.
 hexes worth 16: 2113.
 hexes worth 17: 2007.
 hexes worth 18: 1911, 2210, 2211.
 hexes worth over 20 (with value):
 2107(21), 2206(22), 1910(34).

It will be found useful to mark these values on your WW3 map. These values were computed by comparing each WW3 hex to a corresponding area on the 'Invasion: America' map, and counting up the victory points to be gained from therein. We assumed that resource centres are worth 7 victory points, not 5 as the rule book states; this means there are now 475 victory points in the map instead of 385. This can be useful when victory conditions require control of 400 points.

"NARVIK" (Game designers workshop) - reviewed by Rob Gibson

"Narvik" is closely allied to those mammoth games on the dreaded Ostfront i.e. "Drang Nach Osten" and "Unentschieden", and is designed to fit into their map sequence. To this end, the entire Swedish armed forces from 1939 onwards with reinforcements potential and actual is included in the extensive counter mix.

However, it is as a separate game that "Narvik" should be judged - as a simulation of the 1940 German invasion of Norway. Surprisingly, the game concentrates mainly on the air and land aspects of the campaign and treats the naval side almost as a side issue - a pity, since this was *the* major confrontation at all levels between the Royal Navy and the Kriegsmarine; and the lack of an effective naval presence tends to unbalance the land and air games, especially the latter.

FEEDBACK

Phoenix 7

Published May/June 1977

How to use the Feedback Response Card: After you've finished reading this issue of Phoenix, please read the feedback questions below, and give us your answer/numbers on the card in the response boxes which correspond to each question number. See centre spread for card. Please be sure to answer all the questions (but do not write anything in the box for question-numbers labelled "no question"). Incompletely filled out cards cannot be processed.

What the numbers mean: When answering questions, "0" always means NO OPINION or NOT APPLICABLE. When the question is a "yes or no" question "1" means YES and "2" means NO. When the question is a rating question, "1" is the WORST rating, "9" is the BEST rating; "5" is an average rating; and all numbers in-between express various shades of approval or disapproval.

1. Based on the last 2 months, how do you rate the service you receive from SPUK (1-9)?
 2. Do you feel our service is (1) improving, (2) the same as always, (3) declining?
 3. Based on the last 2 months, how do you rate our after sales service (i.e. rules queries, complaints, etc) (1-9)?
 4. Do you feel that this service is (1) improving, (2) the same as always, (3) declining?
- Do you feel that the physical quality of the components for "Starsoldier" were "1" Lower than SPI standards, "2" Level with SPI standards, "3" Higher than SPI standards, "4" Did not purchase therefore cannot comment?
5. Map
 6. Frontsheet
 7. Rules book
- If you consider the physical quality fell below SPI standards please give specific criticism at the foot of your feedback cards.
8. Rate the overall physical quality of 'Starsoldier' on a 1-9 basis.
 9. Will the physical quality attained with 'Starsoldier' encourage you to purchase further UK printed games?
 10. Did you fill in the Phoenix 6 feedback card?
 11. Based on this issue would you subscribe to Phoenix?
 12. If yes, would you do so (1) on merit, (2) to support a UK oriented boardgames magazine, (3) both?

Rate the following game proposals on a scale of 1-9 with "1" indicating very little intention to

buy (up through) "9" indicating very great likelihood of buying.

13. Sea Search Quad
 Would simulate four naval actions, of WWII where one side had first to find the other! Hidden, simultaneous movement, search patterns, fog of war, strategic command control and intelligence. Possibly would have a link module to allow players to use Dreadnought to settle tactical battles.
fangsdorff: The Graf Spee attempts to sink as much merchant shipping as possible before the Royal Navy catches up with her.
Lütjens: The Bismarck at large struggles to break free of an ever tightening Royal Navy noose.
Cerberus: Scharnhorst, Gneisenau and Prinz Eugen attempt the Channel Dash in what turned out to be both the most embarrassing operation to the Royal Navy and one of the turning points in the Battle of the Atlantic.
Pedestal: A crucial Malta convoy braves submarine, E-boat and aircraft attack. Optional Italian fleet interdiction.
14. Tokugawa: Shogun
 Strategic/semi-political simulation of the period from the death of Hideyoshi in 1598. Tokugawa Ieyasu attempts to overcome all opposition, including the Emperor by every means possible, in order to fulfil his destiny and declare himself Shogun. The simulation would recreate the political and military factors of this era in late feudal Japan. Possibly a tactical display featuring the Samurai in Bujitsu is a natural wargamers paradise since, like wargaming, as long as you obey the rules you can do what you like!
15. Rate this issue of Phoenix on a 1-9 scale.
16. Was this issue better than the last?
17. Would you like to see more articles on the basics of boardgaming to help newcomers?
18. If your answer to Q17 was yes will you be submitting material suitable for these articles?
19. Given the fact that the vast majority of games in circulation are SPI creations, do you think that Phoenix is still too SPI orientated?

The Solo Wargamers' Association

This association has now been in existence for a year and caters for wargamers fighting solo, by choice or necessity, postal campaigns and players of board wargames: new members are always welcome. Based in the UK, the Association has been growing steadily and has attracted an international membership.

From March 1977, the Association's journal "Lone Warrior" (annual subscription £2.50) will be produced bi-monthly; this was previously a monthly publication, of which numbers 1 to 7 have been condensed into an edited version available to new members.

The Association has no period restriction; recent journal articles have covered ancient postal campaigns, a wargame of the ambush of a squadron of French Dragoons in the Peninsula and, of particular interest to board gamers, a detailed description of a complex medieval boardgame to be made by the reader and including a solo version. In addition, an impartial umpire service is available to which members may submit problems for arbitration.

Those interested in joining the Association should contact Mr John Bennett, 9 Oakroyd Close, Potters Bar, Hertfordshire.

Having said that, "Narvik" is an excellent game and a fair simulation of history to boot. The detailed OB charts are extensive and painstakingly researched and the material quality of the game leaves nothing to be desired. As we have come to expect in the "Europa" series, there is enough material for a number of extensions of the basic game, both in recreating the actions in greater detail and exploring the "what ifs" of history.

For those wanting to explore the simulation possibilities a little further, I would recommend the following books:-
 "Narvik" by Donald MacIntyre (Pan Books)
 "Naval Battles of World War 11" by Geoffrey Bennett (Ian Allan)
 both written by seagoing naval officers and containing hard data and material useful for revisions to the basic Scenario/OB.