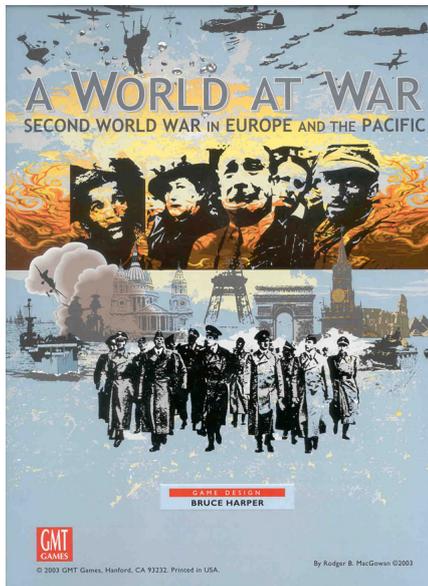


A World at War: Second World War in Europe and Pacific (2nd Printing)



PLEASE NOTE: This also includes (separately in a zip-lock bag) the 3rd Edition versions of the rulebook and other components.

Rating: Not Rated Yet

Price

Price £150.00

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Manufacturer [GMT GAMES](#)

Description

WW2 : A World at War: Second World War in Europe and Pacific (2nd Printing)

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First published by GMT in 2003, **A World at War** is a grand strategy game based on the award-winning Advanced Third Reich/Empire of the Rising Sun gaming system. **A World at War** simulates the military, economic, political, diplomatic, research and production aspects of the Second World War and lets the players find out for themselves what might have happened if:

- Germany had tried to execute Sea Lion, the invasion of Britain.
- Admiral Raeder's Mediterranean strategy had been adopted and the British position in the Middle East had crumbled.
- Russia had been prepared for the German attack.
- "General Winter" had not come to the aid of the hard-pressed Russian armies in late 1941.
- The European Axis and Japan had cooperated in implementing a strategy aimed at destroying the Western Allied lines of communication in the Indian Ocean.
- The Battle of the Atlantic had been won by Germany.
- War had broken out between Russia and Japan in 1941 or 1942.
- Japan had avoided disaster at Midway in 1942 and instead invaded Australia or India.
- Japan had knocked China out of the war.
- the U.S had mobilized more armor units and fewer air units, or more infantry and less armor, or...
- the Western Allies had tried Churchill's Balkan strategy
- the Western Allies had tried to invade France in 1943 or earlier, leaving Italy for later.
- The Western Allies had failed to develop the atomic bomb - but Germany had.
- the Western Allies had developed jets or rockets.
- YOU had been in command.

A World at War continued the evolution of the Advanced Third Reich/Empire of the Rising Sun game system, refining and clarifying the rules in every area of the game. Five years of design and relentless playtesting resulted in a polished, proven game, which includes the following innovations:

- named ships, allowing players to sink (or lose) the Bismarck, Yamato, New Jersey and other famous ships.
- naval construction rules which allow major powers to build the navy they think will suit their strategic requirements.
- mobilization rules which allow major powers to tailor their army and air force pools to meet their needs - provided they anticipate them accurately.
- oil rules which force the Axis to worry about their inadequate oil reserves even when victory is within their grasp - although Britain and Russia can have cause for concern as well!
- simplified diplomatic rules which allow minor countries to align themselves with various major powers.
- more intuitive Combat Results and Attrition Tables.
- additional terrain on both the European and Pacific mapboards.

The second edition of **A World at War** adds clarifications and refinements based on thousands of games played since 2003, based on contributions from hundreds of **A World at War** players (the **A World at War** Yahoo discussion list alone had recorded nearly 60,000 posts since **A World at War** was first published). Changes include:

- new counters for beach defenses, partial supply and island group control.
- revised counters based on feedback from **A World at War** players.
- rules changes to mitigate the effects of bad luck, especially early in the game, leaving it to the players themselves to ruin their positions.
- improved submarine warfare and strategic bombing rules.
- more realistic raider and naval combat rules.
- more realistic implementation of the "big three" high technology research projects: jets, advanced submarines and rockets.
- increased balance between the western, Mediterranean and eastern fronts.
- refined strategic balance in Russia, so that Russian survival is a challenge in most games - unless Germany doesn't invade Russia at all...
- graduated economic growth rates and a link between Germany's conquests and its construction rate, so that an Axis "Fortress Europe" strategy is as risky as any other.
- modified atomic research rules which preclude historically early atomic bombs, while still leaving open the possibility of a German bomb.
- an enhanced Japanese Resistance Table, with Japan getting credit for expansion beyond its historical achievements.

A World at War contains a dozen scenarios, ranging from the introductory Battle of the Atlantic and Barbarossa scenarios up to European and Pacific Campaign Games. But dedicated gamers will be hard-pressed to resist testing their luck, skill and especially their nerves by taking on the entire war in the full-fledged Campaign Game.

For players who already own **A World at War**, a sheet of 280 new and revised counters will be available separately (We'll add this item to the P500 list as we get nearer a print date). These counters are included in the complete second edition game.

COUNTERS 2,800 full-color die-cut counters.

MAP Four 22"x30" full-color map sheets

OTHER

- 12 Player Aid Cards
- 156-page Rulebook
- 72-page Status Sheet booklet
- 24-page Research and Diplomacy booklet
- 24-page Scenario booklet
- 8 six-sided dice

TIME SCALE: 3 months per turn

MAP SCALE: 60 miles per hex (Europe); 100 miles per hex (Pacific)

UNIT SCALE: Corps or Divisions; air wings and squadrons, individual ships and naval squadrons

NUMBER OF PLAYERS: One or more