TRIUMPH OF THE WILL

RULES OF PLAY

Compass Games
New Directions in Gaming

TRIUMPH OF THE WILL

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1.0 INTRODUCTION

1.1 In General
Triumph of the Will: Nazi Germany vs. Imperial Japan (TotW) is a two-player, strategic wargame of low-intermediate complexity that covers the Third World War that likely would've occurred – fought for final global domination – if Nazi Germany and Imperial Japan had won World War II. The game's systems are crafted to present a supreme-commander's eye-view of such a war. It's therefore fully strategic in its perspective, with only the most pastel of operational and tactical undertones added to enhance its tone and texture in those regards.

The overarching theme of the situation is resource scarcity. That is, by 1945, when the Axis powers are presumed to have won WW2, the world had been in crisis for a little over 30 years. Their victory in that war pushed the Germans and Japanese to the limit of their powers. The new war, therefore, sees them and the rest of the war-weary globe in a state of near exhaustion in terms of demography, natural resource availability and industrial production. In operative terms, that means you will always feel, no matter which side you're commanding, your military is at full-stretch. You will always be hard-pressed to come up with the units you need to carry out your plans.

1.2 Game Scales
The assembled global map offers what cartographers call a "modified azimuthal" view of the planet. The North Pole is effectively its center, and the distances represented by each unit of measure vary based on their distance from there. Given the time-scale in use here, those varying distances don't matter. That is, each full turn of play represents a calendar year; so, under peacetime conditions, the armies and fleets of both sides could circumnavigate the world in that time. Of course, these aren't peacetime conditions; so you'll seldom see moves of that length take place during play.

2.0 COMPONENTS

2.1 In General
The components to a complete game of TotW include:

One rulebook
Two mapsheets
Two die-cut countersheets
Twelve six-sided dice
One box and Lid set.

2.2 The Game Map
Join together the two mapsheets along their 'equator' to form one contiguous global playing area. You may want to use removable tape (available at any art supply store) or small pieces of masking tape, along the mapsheet seams to give the fully assembled playing area more stability.

The land and sea areas delineated on the map regulate the placement and movement of units across it. A unit is considered to be in only one area at any one time. Each area on the map has a unique name printed within it. They're provided to help you find referenced places more quickly. They also allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

2.3 Unit Counters
Most of the counters (also referred to as "units" and "unit counters") represent combat formations – armies, fleets and air forces – which would be on hand for the war modeled here. Additional counters are provided as informational markers and memory aids. After reading through these rules, punch out the counters. Trimming the "dog ears" from their corners with a fingernail clipper will facilitate easier handling and stacking during play.

2.4 Sample Tank/Panzer Army
The unit shown below is the *German 1st Panzer (a.k.a. Tank) Army*. Its nationality is shown by its background color. The unit is printed much the same on both sides; however, the stripe on its reverse side is meant to indicate "disruption." That's the state armies and fleets generally fall into immediately after completing one move and/or attack each turn. See sections 5.0 and 9.0 for more details.

2.5 Sample Infantry Army
There are two types of armies in the game, "panzer/tank" as shown above, and "infantry armies" as shown below. The two types generally operate the same way; however, panzer/tank armies have enhanced combat power on the offense.

2.6 Nationality & Sides
The German player commands all the units of that nation plus those of the Italian Empire. The Japanese player commands all the units of that nation. The Italian Empire starts the game as a German ally, but it may defect to the Japanese side during play (see section 7.0 for details on that). The units' nationalities are shown by their background colors.

|	
German Units	**Gray Background**
Italian Units	**Green Background**
Japanese Units	**Red Background**

2.7 SPECIFIC UNIT IDENTIFICATIONS

Most units are identified simply by numbers. For example, the Japanese infantry army with a "1" in the corner of its counter is the "First (Infantry) Army." The following abbreviations further identify specific special units.

- HQ – Air Force Headquarters (see 5.5)
- 6SS – Sixth SS Panzer Army (see 10.7)
- KB – Kido Butai (1st Carrier Strike Fleet, see 10.7)

2.8 AIR FORCE EXCEPTIONALISM

The rules governing the deployment and use of airpower in the game are different from that of those governing the armies and fleets. See section 7.0 for details on that.
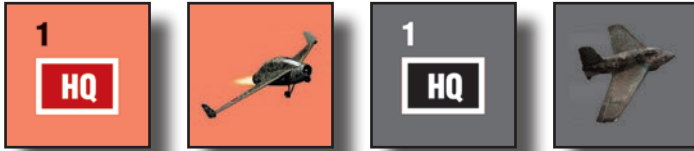
2.9 MARKERS

The counter-mix also includes the following types of informational and memory aid markers. Their uses are explained in appropriate sections of the rules.

- Variable Area Control Determination Markers (see 3.6)

- Land Area Control Markers (see 3.4)
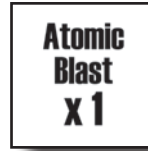
- Phase Now Marker (see section 5.0)

- Production Points Markers (see 5.3 & section 8.0)

- Atomic Bomb / Atomic Blast Markers (see section 11.0)

- Atomic Blasts Totals Markers (see section 11.0)

- United Nations Rebellion Markers (see section 12.0)

3.0 SET UP & AREA CONTROL

3.1 PREPARING TO PLAY

After deciding who will command which side, both players should sort and set up the units of their own side according to the following instructions. Normal stacking limits apply for both players during set up (see section 8.0).

3.2 ITALIAN SET UP

As soon as the command situation has been determined, the German player should place three Italian armies in each of the three areas of that nation's empire: Europa del Sud, Africa Orientale and Media Oriente. See section 6.0 for more details.

3.3 INITIAL JAPANESE & GERMAN ORDERS OF BATTLE

The two players next secretly (out of sight of each other) select their own nation's armed forces' initial order of battle. They both have 21 production points to spend to do that. In general, they may spend those points on any combination of fleets, armies and air force headquarters. Within the overall 21-point allotment, the only restriction is neither player may build more than one atomic bomb. (That restriction will be lifted in subsequent turns.) It's not required either player spend all his available points building his armed forces; however, there's no advantage to be had in not doing so. The units that aren't built into the initial on-map force mix should be set aside by both players in their respective "Available Units Holding Boxes" on the mapsheet. Units not included in the initial set up may still enter play later in the game. See section 7.0 for more details.

3.4 INITIAL LAND AREA CONTROL

At the start of each game, both players are said to "control" (own) all the land areas (a.k.a. "provinces") within their respective countries. Those land areas are identified by the presence of their respective side's flag inside their boundaries. The control status

of a land area changes from one side to the other each time a ground unit of the opposing side moves into it (and, if the place is defended, defeats those defending armies). Use the flag markers provided to designate areas that have changed their control status from what it was at the start of play. Any given area's control status may potentially switch back and forth any number of times during play.

Note there are no functional differences between island areas and mainland land areas in regard to set up. That is, for example, all the individual islands within Indonesia altogether make up the one island-land area with that name. For more details, see section 9.0 for more details.

3.5 OCEAN AREA CONTROL & DEAD WATER

Don't place any flag-control markers in any ocean area. Control of ocean areas is based entirely on the undisputed presence of one of more of your fleets in them, and that control disappears if those fleets depart.

The Baltic Sea, the Black Sea, the Great Lakes and the Caspian Sea are shown on the map but they are termed "dead water" for play purposes. That is, during play they are simply and fully ignored as if they were part of a regular all-dry land border. Fleets never enter them.

3.6 VARIABLE CONTROL AREAS

There are four land areas – Mexico, Panama, the Northern Andes and the Southern Andes – the control of which is indeterminate at the start of set up. To resolve that, those four markers (see 2.9) should be placed all together in any large-mouth opaque container such as a coffee mug or cereal bowl. Both players then openly roll a die to see who (blindly) picks the first marker from the cup (reroll ties). Then the other player (again, blindly) picks the second chit, etc., until all four chits are out of the cup, with two of the provinces having gone into each Axis empire. Mark their ownership using appropriate flag markers.

> **Design Note.** The rationale behind the rule above is, though we can't know exactly how WW2 would've ended, we can be fairly certain – given the macro geo-strategic realities of that struggle within our own timeline – the western edge of South America would've been the last area where the two Axis empires' forces came together as they squeezed out the last of the Allied opposition. So their initial ownership is always uncertain.

3.7 COMPLETING SET UP

With all the steps above completed, if one or both players built an atomic bomb and/or one or two air force headquarters, those counters should be temporarily set aside within easy reach (see section 11.0 and 7.0 for more details on them). Next, both players openly roll a die (reroll ties) and the high roller places any one of the armies he built in any land area he controls. Alternatively, he may place any one of the fleets he may have built into any ocean area that borders on one or more land areas he controls. Then the other player does the same in regard to his land and ocean areas. That back-and-forth, one-unit-at-a-time placement continues until one player first runs out of units to place. When that happens, the other player then completes his side's set up with all his remaining units.

3.8 MARKER PLACEMENT

As the last step of the set up process, both players should cooperate to place the markers pictured in 2.9 on the charts and tables printed on the mapsheet as follows.

Put the "Phase Now Marker" in the box on the "Phase Now Table" that's directly opposite the "Air Superiority Phase" box on the right.

Both players should take his own side's "Production Points Markers" and place them on their own "Production Points Track" to designate a total of 21 points, by putting the "x10" marker in the "2" box and the "x1" marker in the "1" box.

Place the "Atomic Blasts Totals Markers" in the "0" box of the "Total Atomic Detonations Track.

Place the "Atomic Blast Markers" (which are back-printed with images of unexploded bombs) in a loose pile conveniently in reach of both players, and then do the same in another pile with the "United Nations Rebellion Markers."

That completes the entire set up process.

4.0 HOW TO WIN

4.1 CONVENTIONAL VICTORY

The first player to gain control of his opponent's capital area wins the game at that instant. The capital area of the German Empire ("Reich") is "Greater Germany." The capital area of Imperial Japan are the Japanese home islands (shown on the map simply as the island area "Japan"). Both home areas are marked by unique symbols on the map in order to serve as a constant reminder of their crucial status. Capital areas may never be changed or moved in any way.

4.2 NUCLEAR WINTER

If "nuclear winter" descends across the planet (see 5.11), the player whose most recent successful atomic attack was the last one to be detonated, and in that way was the proximate cause of the onset of the climatological disaster, has lost the game at that instant. His opponent is declared the winner.

4.3 UNITED NATIONS VICTORY

In the highly unlikely event every land area (mainland and island) falls into unsuppressed UN rebellion at the same time (see 5.12 and section 12.0), that game ends and both players are considered to have lost.

5.0 TURN SEQUENCE

5.1 IN GENERAL

Every turn of TotW is divided into "phases," which are then further subdivided into individual "actions" conducted by both players. Once a player has finished a particular action within a phase, or an entire phase within a turn has been completed, neither player may go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously agrees to permit it. (This is all-out war: don't feel compelled to be gracious.)

5.2 TURN SEQUENCE OUTLINE

The sequence of play is shown below in outline. Note the sequence is always the same in every turn, except the Production Phase is skipped during Turn 1 and that turn begins instead with the Air Superiority Phase. A turn is completed when its Recovery Phase (VI) is finished.

Sequence of Play Outline

    I.   Production Phase
    II.   Air Superiority Phase
    III.   Alternating Actions Phase
    IV.   Nuclear Winter Phase
    V.   Rebellion Phase
    VI.   Recovery Phase

5.3 PRODUCTION PHASES

There's no Production Phase as such on Turn 1. During that turn, step 3.3 of the set up serves as that phase's analog. During every other turn's Production Phase, players should use their available production points to secretly build new units (and/or rebuild previously eliminated units) into play according to the following list. Just as during the initial set up, you're not required to spend all your available production points; however, there's no advantage in not doing so because points may not be saved from turn to turn in any amount.

Type of Unit	Production Point Cost
Infantry Army	1
Atomic Bomb	1
Tank/Panzer Army	2
Fleet	2
Air Force HQ	2

5.4 PLACING UNITS ON THE MAP

All newly entering (and reentering) armies are immediately placed in your capital area. You may not violate stacking limits there when placing your arriving and re-arriving armies; so don't build any more than the area can accept at that time (see section 6.0).

All newly entering (and reentering) fleets are immediately placed in the ocean area adjacent to your capital area: the North Atlantic for the Germans, and the Western Pacific for the Japanese. You may not violate stacking limits there when placing your arriving and re-arriving fleets; so don't build any more than the place can accept at that time. Also not that, in regard to fleet placement, if your opponent controls your fleet-entry ocean area, you're thereby prohibited from placing any new fleets onto the map.

Once on the map, newly placed units immediately have all their own type's of capabilities available to them for normal use throughout that and subsequent phases and turns. Any given unit may potentially go through the build/rebuild process any number of times during a game.

Any newly produced air force headquarters and atomic bombs are for the time being held off the map within easy reach (see 5.5 and section 11.0).

> **Design Note.** The placement limits above are meant to represent the idea only so much large-scale production and unit organization can take place in any given year.

5.5 AIR SUPERIORITY PHASES

At the start of each turn's Air Superiority Phase, both players openly roll one die if they have included within their overall force mix one air force HQ. If a player has included two such HQ in his force mix, he openly rolls two dice. If a player has neglected to build any air force HQ, he doesn't roll any dice. The player who rolls the higher total has gained air superiority for that turn (reroll ties). To determine the exact degree of that superiority, subtract the losing player's total from the winning players total. That number (one through 12) is the total of actual aircraft units he has available for use in combat throughout that turn's Alternating Action Phase. Once an air force HQ has been rolled for, place it in your "Units Available Holding Box." Each HQ must be bought anew during each turn's Production Phase (unless you want to relinquish all chance of getting air superiority that turn). See 10.5 and 10.7 for details on the use of the individual aircraft units in combat.

5.6 FIRST & SUBSEQUENT ACTIONS.

At the start of each turn's Alternating Action Phase (AAP), players determine which of them will perform that phase's first action. Roll a die and the high roller carries out the first action of that phase (reroll ties). With that order established for the phase, both players alternate choosing and conducting one action one at a time. The only way one player may conduct more than one action sequentially is if the other player has passed his own opportunity for action-taking declaring he's "passing."

5.7 TYPES OF AAP ACTIONS

Both players have three actions from which to choose during each AAP. Those are: 1) move a friendly force of fleets or within/among already friendly controlled areas; 2) move a force into an enemy controlled area and conduct an attack there; 3) conduct an atomic attack against any one enemy unit. Note the order they're listed there has no significance: actions may be taken in any order. Except as given in the strictures above and below, there are no limits on the number of times an action, or any one type of action, may be conducted during each turn's AAP or over the course of an entire game.

5.8 FLEET & ARMY DISRUPTION

At the end of every action, all the fleets or armies that took part in that activation (and that survived their action if it involved combat) are flipped over so their disrupted (striped) sides are showing. Further, if that activated (and now disrupted) force attacked during its activation, and that attack caused one or more losses in an enemy defending force, the survivors of which retreated away from the battle after its first round, all the survivors in that retreated force are now also disrupted. All disrupted units are barred from further attack or movement during that turn. Note, though, disrupted units continue to defend normally throughout the phase.

5.9 PRODUCTION POINT & ATOMIC BLAST TRACKING

During the AAP, as the control of the various land areas is traded back and forth between the players as the result of their campaigning, keep track of the effects of those territorial acquisitions and losses using the Japanese and German Production Points Tracks printed on the mapsheet. That is, each land area (including both capital areas) is worth one production point; so, each time a player loses control of a land area to his opponent, give the gaining player one point and deduct one from the losing player's total. Those additions and subtractions are always the same, no matter how many times a given area changes status. Of course, if a lost/gained area is a capital, don't bother deducting points; the game is over as explained in 4.1.

Similarly, both players should cooperate to keep track of the total number of atomic detonations that have gone off throughout the game (that's one combined number tallying both sides' detonations across every AAP). That number starts at zero, and once it starts to go up it never comes down.

5.10 ENDING ALTERNATING ACTIVATION PHASES

If you decide to pass on taking an action, and your opponent then conducts an action, you then have the choice again of acting or passing (and vice versa). If both players pass sequentially, though – in either order – the AAP phase ends for that turn at that instant.

5.11 NUCLEAR WINTER PHASES

During every turn's Nuclear Winter Phase, once the total number of atomic detonations has gone above 12, the player who, during that turn's just ended AAP set off the last one of those detonations, openly rolls a die. Then both players reference that result to jointly consult the Nuclear Winter Table printed below and on the mapsheet.

Total Detonations	Die Roll to Start Winter
1 through 12	No Chance of Winter
13 through 18	1
19 through 24	1 or 2
25 through 30	1 through 3
31 through 36	1 through 4
37 or More	1 through 5

If the roll indicates nuclear winter has begun, the game ends and the player whose last atomic attack was the most recent one has lost the game. If nuclear winter hasn't begun, play continues. The total number of detonations noted on the track on the mapsheet is never wiped clean or reduced in any amount; its total stays in place until (if) it's increase again during the next AAP. Also note that dud non-detonations (see section 11.0) don't raise the total, only successful blasts.

5.12 REBELLION PHASES

During every turn's Rebellion Phases, both players should cooperate to identify every land area on the map (mainland and island) that doesn't have at least one German, Japanese or Italian army in it (but excluding both sides' capital areas). As each area like that is identified, the player who doesn't own it rolls a die. On a result of six or more, a rebellion (under the auspices of the renegade "United Nations" resistance organization) has broken out in that area. Add one to the rolled result for every area adjacent to the area being rolled for that already has one or more rebellion markers in it. (For example, if you were rolling for Brasil, and there was already a rebellion underway in Patagonia and the Northern Andes, you'd add two to whatever result you rolled.) The same player then immediately rolls a second die and places that many revolt markers in the newly revolted area (one through six). See section 12.0 for more details.

5.13 RECOVERY PHASES

During Recovery Phases, both players should cooperate to flip back into undisrupted condition all the fleets and armies of both sides that were disrupted. That ends one complete turn. Start the next turn with a Production Phase. Within the strictures given in this section and section 4.0, there is no arbitrary limit on the number of turns that make up a complete game of TotW.

6.0 STACKING

6.1 IN GENERAL
Stacking is the word used to describe the piling of more than one army or fleet in the same area at the same time. Stacking limits don't in any way pertain to units on the Turn Tracks or in off-map piles or holding boxes.

6.2 STACKING & MOVEMENT
These stacking rules are in effect only at the beginning and the end of each action conducted during the AAP of every turn. That is, within the other rules of accessibility (see section 9.0) units may move into areas where, according to the rules below, they'll temporarily be over-stacked.

6.3 STACKING LIMITS
For both sides the general rule is there may be no more than six armies in any one land area (mainland or island), and there may not be more than six fleets in any one ocean area. Stacking rules don't pertain to any of the marker units pictured in rule 2.9. Each army and fleet counts as "one unit" for stacking purposes. During combat, the stacking limits of both sides are figured exclusively from each other. That is, both sides may simultaneously have up to six units in an area.

6.4 OVER-STACKING
If any areas are found to be over-stacked at the start or end of any action, the violating player must select the minimum number of units necessary from that area necessary to bring it back into compliance with the stacking rule. The chosen units are eliminated but are eligible for recycling during all following Production Phases.

Seven units in area at start/end of action phase. Owning player selects one unit and eliminates it.

6.5 NO FOG OF WAR
Due to the time, space and unit scales involved here, combined with the human and electronic intelligence assets available to both sides, there's no "fog of war" in the game. That is, both players are free to look over and through all the stacks of both sides deployed on the map, as well as those on the various tracks and holding boxes and off-map piles.

7.0 THE ITALIAN EMPIRE

7.1 ON GERMANY'S SIDE
At the start of the game the Italian Empire is on the German side. While on that side its armies never attack or move, they merely stay in place as determined during set up (see 3.2) and defend normally against any Japanese encroachment into those areas. The German player may consider the Italian Empire areas "friendly controlled" for all purposes up to the time (if ever) of its defection to the Japanese side. That is, German armies may move into and through the Italian areas and may even stack in them to contribute to their defense along with the Italian armies that may be there. (Italian armies do count for stacking.) Similarly, German fleets may freely transit the Suez Canal while the Italians control Africa Orientale (see 9.9).

7.2 DEFECTION TO JAPAN'S SIDE
Whenever the Japanese player takes control of any one Italian Empire area, he should immediately roll a die. On a result of one or two, the Italians defect to his side, where they will remain until the end of the game. If the Italians fail to defect on the basis of their first area loss, check again if/when the Japanese player has a total of two areas under control. Under those circumstances the Italians go over on a roll of one through four. If the Italians fail to defect at that time, they never defect at all.

7.3 DEFECTION COMBAT
If the Italians defect to the Japanese side, both players should examine the situation in the areas then still containing one or more Italian armies. If there are any German armies co-located with Italian armies in one or both those areas, those German armies immediately attack them, taking as many combat rounds as necessary to fully eliminate one side or the other. Such battles are conducted "off book," meaning they don't count as actions for either player.

7.4 ON JAPAN'S SIDE
If the Italians defect to the Japanese side, that player is thereafter free to maneuver any surviving Italian armies (under regular movement/combat rules) anywhere within their three original areas and any land areas immediately adjacent to them. Similarly, the Japanese player then henceforth (within normal rules of control) treats those armies as friendly, controls any areas they control, and may use the Suez Canal if it's under "friendly control," etc.

7.5 NO ITALIAN REPLACEMENTS
Any Italian unit that's eliminated in combat, no matter the side it's on at the time of that elimination, may ever be returned to play in any way.

8.0 PRODUCTION

8.1 IN GENERAL

Refer back to rules 5.3 and 5.4. That same process is gone through during the Production Phase of every turn. Other than for Italian armies, there's no limit on the number of times eliminated fleets and armies my be rebuilt and placed into play using the production process. Similarly, if a unit wasn't put into play during the initial set up, that in no way means it can't be brought in for the first time during later turns.

8.2 ARMY & FLEET PERMANENCE

Armies and fleets, once put into play on the map remain there until such time as they're eliminated in combat. They needn't in anyway be 'paid for' with new production points while they're on the map, that occurs only if/when they're to be brought out of the holding boxes and brought into play again.

8.3 AIR FORCE HQ

Unlike armies and fleets, air forces are, in effect, only 'rented' on a turn by turn basis. That is, after the procedure described above in 5.5 is gone through every turn, the air force HQ (in any) that were involved in that process are immediately returned to their respective side's holding box (from where they may be potentially 'rented' again the next turn).
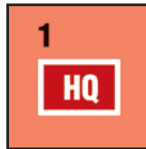
8.4 ATOMIC BOMB PRODUCTION LIMITS

During the initial set up neither play is allowed to put more than one atomic bomb into his order of battle. Each turn thereafter that maximum number doubles. So, for example, on Turn 2 both players could build one or two bombs; on Turn 3 that would double to a maximum of four bombs each, etc. Neither player is ever required to build any atomic bombs, and built bombs need not be used during any given turn; they may be "stockpiled" for any number of turns until used in an atomic attack. See section 11.0 for more details.

8.5 ELITE ARMIES & FLEETS

The Germans have one panzer army *(6th SS)* that's considered elite, and the Japanese have one fleet *(Kido Butai)* that's considered elite. For build and rebuild purposes, both those units are available at regular army/fleet production point costs. For their advantages in combat, see 10.7.

9.0 ARMY & FLEET MOVEMENT

9.1 MOVEMENT IN GENERAL

Moving one, some or all of your units (a "force") from one area into another is one of the choices available for each of your actions throughout every AAP. It's the method by which armies and fleets move from an area to an adjacent area across the map. Moves may potentially be of any length (within the strictures given below).

9.2 PROCEDURE

An army or fleet unit or stack move consists of you openly selecting one of your side's forces in any one area on the map and then moving it into and through potentially any number of adjacent friendly controlled areas to your desired final location for it. There's no arbitrary limit on the number of move actions you may decide to conduct over the course of every turn's AAP.

9.3 FLEET OR ARMIES

In general, fleets and armies never move together as part of the same force. (For the exception, see below, 9.7). Armies may generally only move into land areas, and fleets may generally only move into ocean areas (see 9.7 for the exception there).

9.4 ARMY MOVES

A moving force made up of one or more armies must stop its move action when it first enters an enemy controlled land area that contains one or more enemy armies in it. That stopped force must then attack the enemy defending force in that area. Enemy controlled areas that contain only control (flag) markers and/or atomic blast markers don't cause a moving force to have to stop its action there. In such case, immediately flip the control marker over to show the flag of the side acquiring control and press on (or not, as you choose) with that force's move action.

The two German tank units can move from Medio Oriente, thru Iran and Azad Hind (flipping the area control markers enroute), before stopping in India for combat.

9.5 LAND BRIDGES

There is considered to be a "land bridge between southern England and northwest France in the Western Europe area. That is, armies may exist in the area without having to designate they're in any sub-area of it. Similarly, within the other normal movement strictures, armies may move from Europa del Sud to Medio Oriente in either direction across the land bridge presumed to exist at Constantinople. The same is true between Denmark and southern Sweden.

9.6 BLOCKED LAND AREA BOUNDARIES

The boundaries between Tibet and India, as well as the one between Brasil and the Northern Andes are blocked by the extreme geography of those places. No movement may ever take place across them.
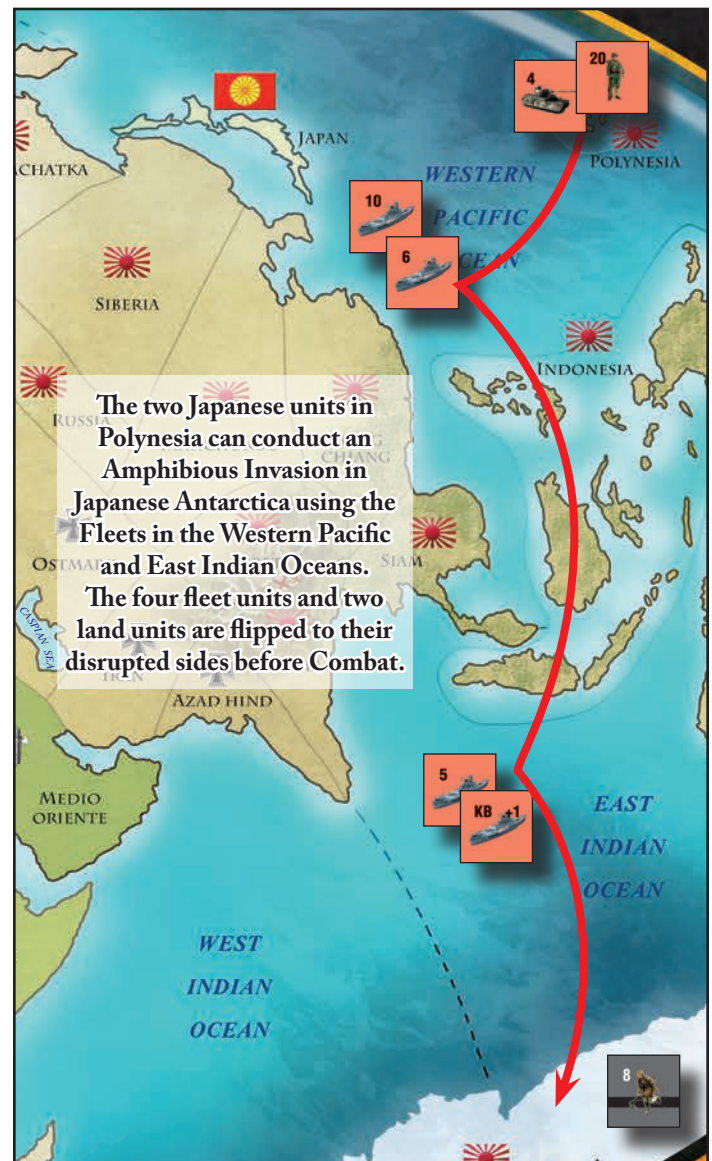

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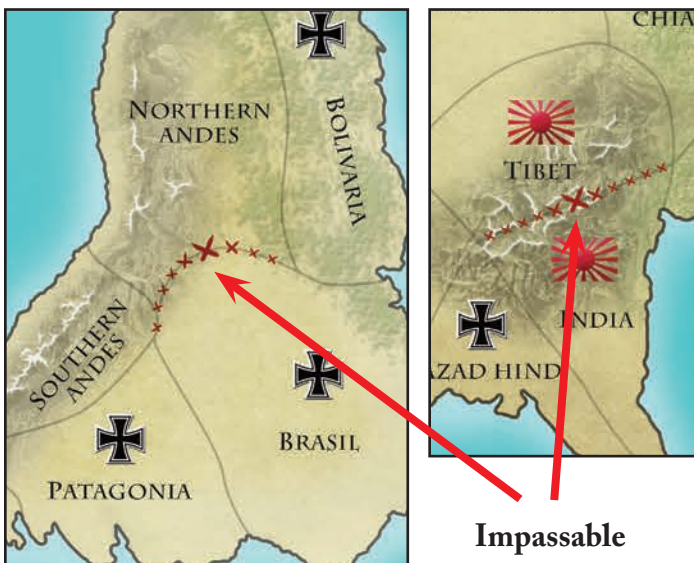
9.7 FLEETS CONVOYING & AMPHIBIOUS INVASIONS

Undisrupted armies may make transoceanic moves with the help of undisrupted fleets. That is, one fleet can "convoy" one friendly army across one ocean area, taking it from one friendly-controlled land (mainland or island) area bordering on the ocean area wherein the fleet is located to any other friendly controlled land area bordering on that same ocean. The convoying disrupts both the involved army and fleet. If there is a chain of fleets lying across several ocean areas, the convoyed army may be moved to any friendly controlled land area along that chain; however, all the fleets that took part are disrupted at the end of the move. All such convoy moves, no matter what their overall lengths, are considered unitary "move actions."

Similarly, such convoys – in this case termed "amphibious invasions" – may be used to move an army from a friendly controlled coastal mainland or island area to go ashore in any enemy controlled area, even if it's also enemy occupied (again, multiple fleets may be used to make for lengthy invasions).

Design Note. Once initial set up is completed, the procedures given in 9.7 are the only ways to get armies on and off of island areas.

The two Japanese units in Polynesia can conduct an Amphibious Invasion in Japanese Antarctica using the Fleets in the Western Pacific and East Indian Oceans. The four fleet units and two land units are flipped to their disrupted sides before Combat.

9.8 FLEET MOVES

A moving force made up of one or more fleets must stop its move action when it first enters an enemy controlled ocean area that contains one or more enemy fleets in it. That stopped force must then attack the enemy defending force in that area. Remember: an ocean area is only said to be controlled by one side or the other while there is one or more fleets of a given side in it. For that control status to switch to your side, you need to enter with a force of fleets, stop there and win the resultant battle (after which other of your undisrupted fleets could freely enter and/or transit that newly friendly ocean area). Fleets never enter or move through island or mainland land areas; they only operate in seas.

9.9 CANALS & GIBRALTAR

There are two canals on the map: the Suez Canal in Africa Orientale, and the Panama Canal in the area of that same name. They allow fleets of the side that controls those land areas to move freely through the canals from the Mediterranean Sea to the West Indian Ocean (and vice versa) in the first case, and from the South Pacific Ocean to the Caribbean Sea (and vice versa) in the latter case. Your fleets may not transit a canal in an area that's controlled by your opponent. Both canals may be made the target of atomic attacks, whether or not you own them at the time. See section 11.0 and the Atomic Attack Table on the mapsheet for details.

The Strait of Gibraltar – the narrow body of water connecting the Mediterranean Sea between Western Europe and North Africa – may only be transited by fleets if their own empire controls both those land areas at the time a crossing is made. The Strait of Gibraltar is immune from atomic attack.

A player must control both land areas for friendly fleets to transit.
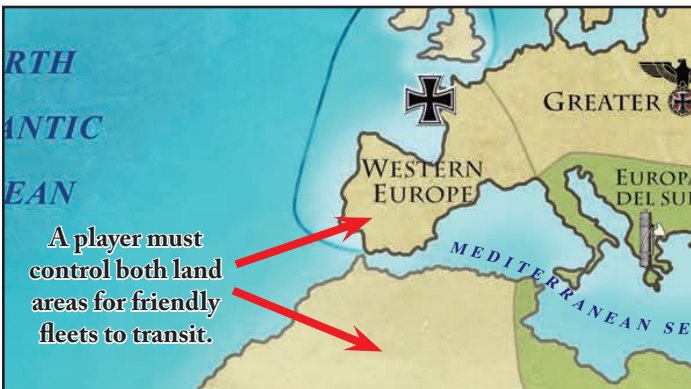
9.10 NORTHWEST & NORTHEAST PASSAGES TRANSIT

As with regular oceanic movement, fleets may attempt to move through the Arctic using the Northwest or Northeast Passage in either direction. To do so, state the projected route, roll one die for the entire moving force and cross-index that roll on the passage table printed on the mapsheet. If the move succeeds finish it like any other regular fleet move (or convoy or invasion). If the move fails the involved fleet force is disrupted in the area from which it entered the passage (while any transported armies are returned to their jump off land area and are disrupted there).

9.11 OFF-MAP FLEET MOVE

The only off-map move allowed in the game is as follows: within the other movement strictures, fleets may move directly from the Western Pacific Ocean to the South Pacific Ocean (and vice versa).

9.12 PROHIBITED POINT-ON-POINT MOVES

Areas that touch other areas only at points, rather than along some length of linear boundary line, aren't considered adjacent for any purpose. The following list comprises all those prohibited moves (equally prohibited in both directions).

Northwest Passage – Western Pacific Ocean
Northeast Passage – Eastern Pacific Ocean
Patagonia – The Northern Andes
Brasil – The Southern Andes
Eastern America – The Yukon
Canada – Western America
Eastern America – Mexico
Kamchatka – Russia
Meng Chang – India
Tibet – Azad Hind
Manchukuo – Iran
Iran – India

9.13 NO ANTARCTIC TRANSIT

Though the areas of the Japanese Antarctic and German Antarctic are part of the same large land mass, no overland movement is allowed between them because the climatic conditions are too harsh to allow for it at army-level.

10.0 CONVENTIONAL COMBAT & AIRPOWER

10.1 IN GENERAL

Combat is mandatory whenever a moving army force enters a land area that's occupied by one or more enemy armies at that time. Combat is also mandatory whenever a moving fleet force enters an ocean area that's occupied by one or more enemy fleets at that time.

10.2 UNDEFENDED ENEMY-CONTROLLED LAND AREAS

Entering an enemy-controlled land area that only contains an enemy control (flag) marker doesn't require your moving force to stop (though you may certainly choose to end its move there). In such cases, control status switches from one side to the other instantaneously.

10.3 DEFENDED LAND & WATER AREAS

Entering an enemy-controlled land or ocean area that contains one or more enemy armies or fleets, respectively, causes you to end your move and immediately fight a battle there. Neither player may hold back any portion of his involved force; all units of both sides present in the area must take part in that fight.

10.4 COMBAT SET UP

Whichever player has fewer involved units should take all of them and put them in a row, one unit per box, in neighboring frontline boxes along one side of the Battle Board (whichever side is easiest for him to reach; it doesn't matter which). The other player should then do the same with his involved units, matching his opponent's placement box for box but on the other side of the frontline. That second player will have units left over, which he should then stack, in any way he chooses, in any one or more of his already manned frontline boxes. If both players have the same number of armies or fleets, the defender places first, followed by the attacker.

10.5 AIR FORCE PARTICIPATION

The player who has air superiority (see 5.5), provided he still has one or more unexpended aircraft units, may now commit them (he's not required to do so), at the rate of one aircraft counter per Air Support box located behind one or more frontline boxes that contain one or more of his armies. Once an aircraft unit is committed in this way, it's out of play for the rest of the turn as soon as its portion of that overall battle is resolved. Air units committed to support a given ground battle do so in every round of it, until such time as it's ended according to rule 10.8.

10.6 COMBAT RESOLUTION

Starting at either end of the manned frontline, both players simultaneously (or as nearly so as is convenient for them) roll one die for every opposing army or fleet in that particular cross-frontline-box match up. High rolls win; the defender wins ties. One losing army or fleet is eliminated for each winning "hit."

In cases in which there's a mismatch between the number of armies or fleets directly involved against each other across the frontline, resolve those one match up at a time. For example, say three attacking armies or fleets are matched up against a lone defending army or fleet. The defending unit would be pitted against all three attacking armies/fleets, but it's resolved one at a time. If the defender survived the first exchange of rolls, that defeated attacking unit would be eliminated, after which a new roll would be made by both players to resolve the second army's or fleet's attack. If air support is available to one side, it's modifier is used by that side throughout its supported multi-round engagement.

10.7 COMBAT DIE ROLL MODIFIERS

Whenever a tank/panzer army is part of any attacking force, add one to its die roll result before comparing it to the result of the opposing defender. Further, if the attacking panzer army is the 6th SS, instead of adding one add two to its die roll. Panzer/tank armies on the defense generate no die roll modifiers, not even 6th SS Panzer

Whenever the Kido Butai fleet is part of any attacking or defending Japanese force, add one to its die roll result before comparing it to the result of the opposing unit.

If the units in a frontline box have an aircraft unit supporting them, every one of those armies adds one to its rolled result. An air support modifier is cumulative with the two other types of modifiers described above.

10.8 ENDING A BATTLE

Combat in a battle continues as described above, through as many rounds as necessary, until all of one side's involved force is eliminated. Between rounds, rearrange the units on both sides of the Battle Board's frontline as necessary, as given in 10.4, in order to fight your way through to the total elimination of the entire force of one side or the other. Airpower remains available throughout the overall battle, but there may never be more than one such die roll modifier added onto any one die roll. That is, in any one round of combat, it's not allowed to add more than one airpower modifier onto any one ground unit's combat die roll. (Also keep in mind aircraft units aren't eliminated; they're just used up for the phase at the end of the battle, even if their side won).

Once all that's been resolved the side with one or more surviving armies or fleets places it back into the area where the battle has just taken place and disrupts it/them there. If it was a land area, switch the control marker to show the flag of the new owner.

> **Design Note.** There's no "retreating" out of a battle.

COMBAT EXAMPLE

The German player is attacking, but the defending Japanese player has air superiority. After both sides have set up their involved units on the Battle Board (defending Japanese player first as he has the fewest units, per 10.4), the situation is as pictured here.

The two players simultaneously roll dice, one for each of their units in the frontline boxes of the Battle Board. The German player's 6th SS Panzer Army will add two to its die roll result because it's both a panzer unit and an elite unit on the attack. The other three German units are all regular panzer on the attack, so they will add one to their die rolls (If the Germans were defending, they wouldn't get any of those die roll modifiers), and the German Infantry unit gets no DRM. Only the three Japanese units with Air Support will add one to their die rolls (and that would be true no matter if they were attacking or defending, since air superiority works in both those ways.)

All firing of both sides is considered to be taking place at the same time. The table below shows the rolls, DRMS, and results, with the white hex marking the winner:

Roll	DRM	Total	Total	DRM	Roll
2	0	2	2	1 Tank Attack	1
3	1 Air	4	5	1 Tank Attack	4
3	1 Air	4	5	1 Tank Attack + 6SS	3
2	1 Air	3	6	1 Tank Attack	5
6	0	6	6	0	6

In the second round of battle, the German player's luck abandons him while the Japanese player rolls well. See the table below for the rolls, DRMS, and results, with white hexes marking the winner.

Roll	DRM	Total	Total	DRM	Roll
4	1 Air	5	3	1 Tank Attack	2
5	1 Air	6	4	1 Tank Attack	3
4	1 Air	5	5	1 Tank Attack + 6SS	3

All three German units are eliminated and the Japanese have retained control of the area in which the battle was fought. The Japanese airpower, though not eliminated, isn't available for any more support operations during that turn. Both side's eliminated armies are eligible to be reentered into play according to the "Production" rules given in section 8.0.

Finally, the remaining Japanese units are flipped to their Disrupted sides and placed back in the area where the battle was initiated. If the German player had won the battle and had surviving Panzers, he would not have been able to use Tank/Panzer Army Momentum Combat, per rule 10.9, as he did not have air superiority this turn.
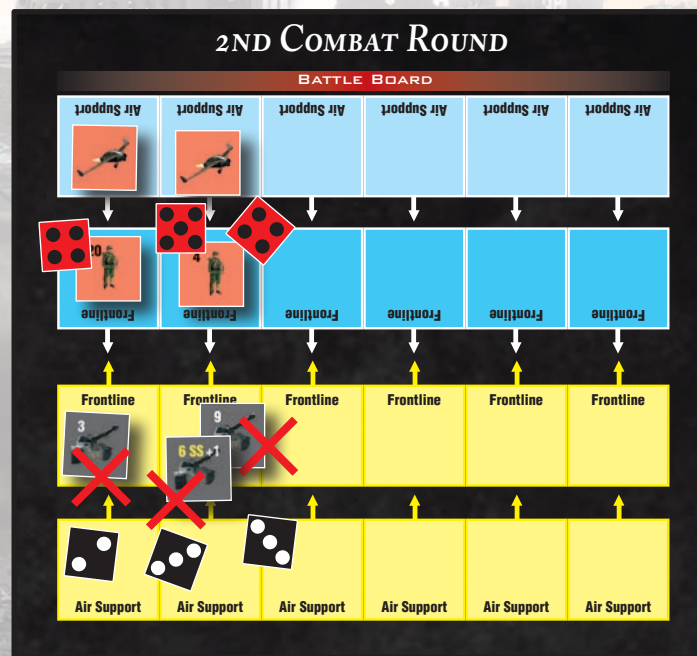

1ST COMBAT ROUND

The German loses the two tied results, because the defender always wins ties, and those two units are eliminated. The German wins the remaining three battles, and the opposing Japanese units are eliminated. At the conclusion of the first round two German and three Japanese ground units have been eliminated (Airpower is never eliminated but only two carry over into the next round of combat - one for each remaining Japanese unit).

2ND COMBAT ROUND

10.9 TANK/PANZER ARMY MOMENTUM COMBAT

If you're the attacker and a battle ends with you victorious (meaning the defending force has been entirely wiped out), and one or more of your surviving armies is a panzer/tank army, and you also have air superiority that turn, and you also have one or more aircraft units still unused that phase, you may (you're not required to do so) declare "tank/panzer army momentum combat." In that case, instead of immediately disrupting them for the remainder of the phase as would normally be done, take one, some, or all your victorious tank/panzer armies and move them into any one immediately adjacent enemy-controlled mainland land area (provided at least one such is available at that location; this can't be done using convoying or island areas in any way). If that area is undefended, those victorious panzer/tank armies then take immediate control of that area and end their action by disrupting in it. If that area is defended, fight a battle as described above. Either way, there may never be multiple momentum combats by the same force during the same AAP; one is the limit. Similarly, if you have more than one eligible panzer/tank army present, they may not be split up to go into different areas (though one or more might be left behind in the original area to disrupt there for the phase). Also note that, though you need to have overall air superiority and at least one potentially available aircraft unit in order to qualify for this type of combat, with those preconditions in place you're not actually required to give your momentum force air support in their new locale.

10.10 MULTIPLE ATTACKS INTO THE SAME AREA

It is permitted for the same unit(s) in the same area to be attacked more than once per AAP; it's just that it will be impossible to do so using the same attacking force more than once during any given AAP. In subsequent actions, fresh enemy forces might be moved in to give it another try.

11.0 ATOMIC ATTACKS

11.1 TARGETING

To launch an atomic attack against any one enemy army or fleet you designate anywhere on the map, simply announce that as your chosen action when it's your turn during any AAP (and provided, of course, you have a bomb available.) You may also target the Panama and Suez Canals (see 9.9).

11.2 ATTACK RESOLUTION.

Immediately roll one die, cross index that result on the table printed on the mapsheet, and apply the results given there. On results of one through five, place a mushroom cloud blast marker in the area where the attack took place.

11.3 BLAST MARKER EFFECT

Blast markers, once placed on the map, remain there until the game ends (one way or another). Blast markers have no effect on army or fleet movement or stacking, or on the production point generated in their region.

11.4 For more on this topic, see rules 2.9, 3.3, 3.7, 3.8, 4.2, 5.3, 5.4, 5.7, 5.11, 8.4, 9.9 and 12.4.

12.0 UNITED NATION REBELLIONS

12.1 PROCEDURE - Identical to rule 5.12

During every turn's Rebellion Phases, both players should cooperate to identify every land area on the map (mainland and island) that doesn't have at least one German, Japanese or Italian army in it (but excluding both sides' capital areas). As each area like that is identified, the player who doesn't own it rolls a die. On a result of six or more, a rebellion (under the auspices of the renegade "United Nations" resistance organization) has broken out in that area. Add one to the rolled result for every area adjacent to the area being rolled for that already has one or more rebellion markers in it. (For example, if you were rolling for Brasil, and there was already a rebellion underway in Patagonia and the Northern Andes, you'd add two to whatever result you rolled.) The same player then immediately rolls a second die and places that many revolt markers in the newly revolted area (one through six). See section 12.0 for more details.

12.2 UN FORCES IN COMBAT

UN rebellion units never move or attack from their area of placement; they merely 'metastasize' as described in 5.12. Each one defends as if it were an infantry army in combat, whether attacked by the Japanese or the Germans or Italians. They always fight to the finish; they never retreat. At the same time, though, a rebelling UN area never receives reinforcement; it's unit-count can only potentially go down after its rebellion has begun. Even further, however, any eligible area may potentially go into rebellion any number of times during a game; just because one rebellion was crushed there doesn't mean another can't restart there.

12.3 EFFECTS ON CONTROL & PRODUCTION & MOVEMENT

While a UN rebellion is taking place in an area, it isn't under the control of either Axis empire and its production point is unavailable for use. Both players must consider UN territories to be enemy controlled for the purposes of movement.

12.4 ATOMIC INVULNERABILITY & GENERAL IMMORTALITY

UN rebellion units may not be targeted for atomic attack by either player. Once a rebellion is up and running in an area, it remains there until such time, as ever, that it's rooted out by conventional Japanese or German attack (airpower may be used normally to support such attacks).

12.5 REBELLION WITHOUT LIMIT

Except as given in rules. 4.3, 5.12 and above, there are no limits on the number of rebellions that may be in place across the map at any one time. If you somehow run out of markers before the game is brought to an end (unlikely) use coins as additional markers as needed.

13.0 ALTERNATE HISTORY NOTES

It's difficult to imagine a plausible scenario by which Nazi Germany and Imperial Japan could've survived World War II as political regimes in their own countries, let alone one in which they won the war by conquering the world. To do so, several changes to the historic timeline have to be imagined.

First, Hitler and the Nazis would've probably have had to come to power in a successful putsch in 1923. Had Hitler and the Nazis come to power in 1923-24 instead of 1933-34, that would've potentially given them another decade to prepare Germany for a new world war. If we extrapolate from what they accomplished historically, during approximately only five years of pre-war rearmament before 1939, we can see Germany would then likely have been much further along in its rearmament at the war's start than was the case historically.

On the part of the Japanese, they could've done better for themselves had they managed to rein in their ambitions in China after securing Manchuria. All they really needed to accomplish in the rest of China was see that no central government managed to pacify and consolidate that huge country. While not easy, such a goal likely could've been accomplished, at least during the 1930s, without recourse to all-out war and invasion. That, in turn would've given them far greater resources to pit against the Westerners to the south and east or the Soviets to the north.

Even more critically, in what would eventually become the Allied camp in the war, we need to imagine some major dislocation in the evolution of the United States toward the status of global power. Such a turning point can most easily be posited as occurring in the interregnum between Roosevelt's first presidential electoral win in November 1932 and his inauguration in March the following year.

Historically, on 15 February, FDR was almost assassinated after giving a short speech in Miami. He was narrowly missed by five shots from a .32 caliber revolver aimed at him (poorly) from only a few feet away by an immigrant anarchist. Had FDR been killed, or had he himself succumbed to the lure of fascism – it's not hard to imagine a US that descended into civil war and chaos or mass repression during the 1930s. That would've potentially seen the country much less prepared than it was historically to assume the economic leadership of the Allied camp in the war.

As the discourse above shows, then, we have to go through a lot of historiographic gymnastics and trailblazing to get the Germans and Japanese to win World War II. Which then brings up the question: why bother?

In answer, eminent historian Richard J. Evans, in his recent book Altered Pasts: Counterfactuals in History, in which he analyzes the growing popularity of the whole alternative history genre, spends fully a quarter of its pages on the topic of victorious Axis scenarios. He sums up as follows (and who am I to second guess one of our era's best historians?):

Nazism occupies a central place in Western popular and public memory, as the embodiment of evil, the most extreme example of so many things civilization deplores, from racism and genocide to international aggression, warmongering and dictatorships….the popularity of fictional alternate histories focusing on a world where the Nazis won the war…may be ascribed to an aesthetic fascination with apocalyptic landscapes, with consistent realistic depictions of a horrendous alternative universe, like a Bosch painting.…What novelists, film directors and television producers [and wargame designers] are overwhelmingly interested in is the use of a Nazi-dominated postwar era as a backdrop for character and plot, setting fictional individuals in a nightmarish scenario that confronts them with stark moral choices and tangible, easily imagined dangers.

14.0 DESIGNER'S NOTES

One of the first wargames I played when I was a child was Parker Brothers' Risk. That was significant because it meant I was introduced to the concept of strategy at the global level. That, in turn, is significant because, ever since the start of the Age of Exploration at the end of the 15th century, real-world strategy has been worked out on a fully global stage. So, if you really want to understand strategy, you've got to approach it at that level at least some of the time.

Despite the inescapably global setting for strategy, though, there are relatively few wargames published at that level. Those that exist mostly tend to be multi-map "mega-monster" designs that can take days to play and require a lot of living space being tied up for that long.

In my first foray into this realm – Tomorrow the World, back in 1989 – I got it all on only two maps, but it was still a days-long game to play. One of the standard fixes to that length problem has been to include mini-scenarios that use only a portion of the total map and counters. I don't see that as really being a solution, though, because you're once again not getting the essential global experience, which was the reason you wanted to play the game in the first place.

Similarly, using rules systems approaches to try to solve the play-length problem also doesn't work. In a global game there are bound to always be so many units, with so much data on them, all of it needing to be crunched anew for each battle, you again can't help be get an over-long game. (Defining that generally as any game taking longer than four-to-six hours to set up and play.)

Back in 2014, however, I came across a book titled Eurogames: The Design, Culture and Play of Modern European Board Games by Stewart Woods. There's a lot of useful information in that book even for those of us who don't design or play Euros. He made major a point early on – in a compare-and-contrast section in which he described the differences between Eurogames and wargames – as follows.

That is, wargame designers tend to first pick the topic on which they will work, and on that basis they then pick the most historically appropriate mechanical systems and subsystems to use in the project. Eurogame designers, on the other hand, strain

to first of all come up with interesting system mechanics then, with that accomplished, they find some game topic to fasten to them. Since their primary audience isn't worried about historical or other real-world situational veracity, incongruities of that kind, which you often see in such designs, is no big deal. What matters is that a game be fun to play.

The more I thought about that, the more it seemed to me to be a false dichotomy. That is, why shouldn't it be possible to devise game mechanics that are both fun and also historically suitable to their particular topics? Of course, I also recognize Triumph of the Will isn't a "historical game"; however, I feel the overarching idea still applies: there should be a set of system mechanics that accurately – if broadly – model army-level operations on a global scale but that are also still fun to play. So I set myself that challenge.

I began to come to a solution when I got to the place in Woods's book where he explained what Eurogame players dislike most about wargames (as well as the other types of games that share this same feature). That is, they dislike turn structures that leave them sitting idly for long periods while their opponent conducts his turn.

In multi-player games they also dislike mechanics and ways of reckoning victory that end participation by some of the players before the overall game is ended. The ideal is, everyone who started playing a game should still be sitting at the table and fully involved at the end of it. Since this is a two-player game, though, that's not a problem here – though I thought I'd share it with you because it really hit me as an important revelation when I came across it.

The system you see used here, then, is my offered solution to the first problem described above. By switching to a Go-like back-and-forth interactive turn sequence, both players are kept fully involved on a move-by-move and moment-by-moment basis.

Similarly, by abandoning a hexagon-based map and going to area movement, I also avoided what serves as a tipoff to many otherwise potential players that they really want to stay away from a design. If you've ever spent time at a wargame sales booth at a convention, you've no doubt heard some browsing shopper say something, in a derisive tone, like: "I can't stand these hex-based games!"

More generally, hexes or not, another inescapable problem with global maps is the distortion that results from having to portray the three-dimensional sphere of the Earth on a two-dimensional flat surface. I came across the projection I've used here – called "modified azimuthal" – in a French historical atlas I found by accident. It allows for smooth play all around the map, and the projection is such that even grade schoolers (mostly) seem to get it.

All that is why I didn't do this game as a third edition of Tomorrow the World. New understandings have come to me, and from them I believe I've crafted a game that will give its players all the strategic tension and variability of that older design, but that will also do it in a much shorter time and in a much more enjoyably interactive way. Guaranteed: you will be able to get people to play this game who wouldn't touch TTW.

As to what the game teaches about global strategy in this particular situation, look at the map accompanying this essay. Depending on how you want to view it, you can describe the opening German position as having the classic advantage of "central position," or else the Japanese have got them surrounded.

My feeling is the best overall German strategy at the start of play is to try to punch through to the North American west coast, while also driving east across Central Asia, with the ultimate goal being to put the Japanese home islands into an irresistibly strong operational vice. On the other side, I believe the best strategy for the Japanese at the start of play is to try to punch through to the North American east coast, while also driving west across Central Asia, with the ultimate goal being to put the capital province of Greater Germany into an irresistibly strong operational vice. So victory will go to the player who best plans his operations and then operates best according to his plan.

As to atomic weapons – another feature that always quickly draws attention – the crucial thing to keep in mind is this: if you develop an approach in regard to them whereby you seek to use them to solve all your operational problems that will cause you to lose the game. Instead, use them as the solution only when nothing else will work. I can't tell you how many times I've explained that principle to players starting on some game I've designed with atomic weapons in it, and they say something like: "Oh, yeah, sure, I get that. That makes good sense."

A while later, though, they're chucking a-bombs back and forth at one another like they're popcorn kernels. When that loses the game for one of them, the reaction is: "These atomic bomb rules are too powerful!"

I'm not happy about that, but I can live with it.

Ty Bomba

15.0 CREDITS

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