

## **WinWar II 2.0**

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## WinWar II 2.0

### Overview

WinWar II 2.0 is a simulation of World War II. Each player plays the part of one of the seven major powers of the Great War: The United Kingdom, United States, Russia, and France on the side of the Allies, and Germany, Italy and Japan on the side of the Axis.

The objective of WinWar II 2.0 is to conquer enemy capitals. **Victory will be awarded to the side that captures 3 enemy capitals.**

WinWar II 2.0 is played on a game map that represents the entire world. The square grid governs movement of units on the map. Units may move from square to square at a cost of 1 movement point. Moving diagonally costs 1.5 movement points. The game map wraps around on the left and right edges, but not the top and bottom. You may scroll the map to center on regions of interest.

Each square, or zone, of the game map is considered either land, sea or coastal. You may move land units through land or coastal zones, and sea units through sea or coastal zones. Some coastal zones may be adjacent, but may not allow movement from one to the other. For example, the zones occupying Great Britain and Eastern Europe are adjacent, but land movement between the two is prohibited.

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### **Improving Nations**

Each nation has an Industrial Multiple that modifies Resources produced each turn. You can adjust the Multiple from the New Game dialog box if you want to balance the game differently from the start. The default setting gives Germany and Japan a slight edge, and the United States a penalty. This represents the fact that the United States had to go through an extended period of gearing up before they could participate in the conflict in full.

Each turn, your nations Gross Production is multiplied by your Industrial Multiple, so it is a very important factor. You may improve your Industrial Multiple during the game by selecting the **Improve, Industrial Multiple** menu item. Every 5 Resource Points spent will bring your Multiple up slightly. The higher the Multiple is, however, the more slowly it will increase.

Each nation also has separate technology multiples associated with land units, air units and sea units. These tech levels were introduced to simulate the advantage that some powers had in certain areas. For instance, Germanys initial air unit tech level is the highest of all the powers, corresponding to the technical superiority of their Luftwaffe.

You may improve these tech levels during play by selecting the **Improve, Tech Levels** menu item. You must improve each tech level individually, spending 5 Resource Points per improvement. As with the Industrial Multiple, the higher the tech level is, the more slowly it will improve.

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### **Territories, Resources and factories**

Territories are represented on the map by numbers surrounded by a square border. A territory's color indicates its affiliation. You can quickly identify territories you possess by their white color. Blue territories are owned by the Allies, and red territories by the Axis. Gray territories are owned by neutral powers.

A territory's numeric value determines the base amount of Resource Points the territory can produce per turn. At the beginning of your turn, your nation will produce and consume Resources. Depending on how many Resources you consume, you may be left with Resources in stock after the production cycle. Any Resources that are left over after the production cycle may be used to purchase combat units, build factories, or build AA Guns.

Note that if enemy sea units occupy one of your territories, the enemy navy will disrupt shipping in the zone, causing production to be reduced. This is called blockading in WinWar II 2.0. The number of Resources lost is directly proportionate to the strength of the enemy navy in the zone.

*[Click here for a detailed description of the production cycle](#)*

In order to build combat units in a territory, you need factories. You may build factories at any territory that you own. The number of units that can be build at a territory is limited by the number of factories at the territory. Also, territories may only build units that cost no more than 1 point greater than the number of factories at the territory. Factory territories are indicated on the map by this symbol: 

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### **Unit Types**

Unit stacks are represented on the map as gray tiles. There are individual tiles for land units, air units and sea units. Each tile contains a symbol representing the type of unit, and a number that indicates the number of units in the tile. Allied units contain a blue symbol, Axis units a red symbol, and neutral units a gray symbol.

You can quickly identify a square that contains units you own by looking for squares with a colored outline on the map.

When you click on a square of the map that contains units, the list at the right of the screen will populate with the individual units in the square. You can tell who owns the units in the list by looking at the flags.

Each unit type in WinWar II 2.0 has the following characteristics: Attack Strength, Defense Strength, and Movement.

	<b>unit Name</b>	<b>Attack Strengt h</b>	<b>Defense Strength</b>	<b>Move</b>
	<b><u>Infantry</u></b>	20	30	2
	<b><u>Armor</u></b>	40	40	3
	<b><u>Fighter</u></b>	40	60	4
	<b><u>Dive Bomber</u></b>	50	20	4
	<b><u>Bomber</u></b>	60	10	5
	<b><u>Transport</u></b>	N/A	10	5
	<b><u>Carrier</u></b>	10	50	4
	<b><u>Light Cruiser</u></b>	20	30	5
	<b><u>Heavy Cruiser</u></b>	30	40	5
	<b><u>Battleship</u></b>	50	80	4
	<b><u>Pocket Battleship</u></b>	60	80	5
	<b><u>Modern Battleship</u></b>	80	80	4
	<b><u>Destroyer</u></b>	10	20	6
	<b><u>Submarine</u></b>	25	20	3

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### **Building Units**

You may build combat units at any territory you own that contains factories. You cannot build more units in a territory than there are factories. You may build only units that cost up to 1 Resource Point higher than the number of factories in the territory. For example, if a territory contains 5 factories, you could build up to 5 units there per turn, but only units that cost 6 Resources or less to build.

You may build factories at any territory you own. The first factory built costs 10 Resource Points. Thereafter, the cost of each additional factory is equal to the current number of factories in the territory plus 1.

You can build sea units only in a sea or coastal territory. You will be prohibited from building sea units if there are enemy sea units in the zone.

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### **Moving Unit Stacks**

You move units by clicking on the zone that contains the stack you wish to move. The individual units in the stack will be populated in the list at the right of the screen. You will also see a number representing the remaining movement allowance of the stack as a whole. To move the stack, press the command button that contains the arrow corresponding to the direction you wish to move.

There are several ways to split groups of units from a stack and move them individually. First, you can press the Split command button. This brings up a dialog box that allows you to select exactly which units in the stack you want to work with.

It is common to want to select only units of a particular class, that is, land, sea or air. The check boxes at the bottom of the screen have been provided as a quick means to select only the group of units you wish to control. You could, for example, uncheck the land and air units to work with only the sea units of a stack.

Movement is tracked for each unit type within a stack. If you have a stack composed of Infantry and Armor, for example, and move the stack 2 squares, the stack's remaining movement allowance is 0 (because Infantry has a movement rate of 2). The Armor units in the stack still have 1 movement point remaining, however. You may move the Armor units by splitting the stack, as described above.

If your stack is within attack range of enemy stacks, the movement arrow will turn red. Pressing a red arrow indicates that you want to attack an enemy stack in that direction. If you defeat the enemy units, your stack will proceed to move in the direction specified. Attacks that do not end in total victory will consume one half of a movement point.

Whenever two stacks owned by the same player end their movement in the same square, the stacks are merged into one. Movement allowances for the newly merged stack are calculated on a unit by unit basis, using the remaining movement allowance of the stack that had moved the farthest during the turn. The units that have the lowest remaining movement always take precedence.

When new units are first built, their initial movement allowance is 0. So, if there are any other units already present in the square, they will be merged into a single stack with a remaining movement allowance of 0. For this reason, *be careful to move all of your active stacks before building new units.*

To load Infantry and Armor onto Transports, make sure the Transports and land units are in the same coastal zone, then press the Load Unload command button. Move the Transports to the desired destination, and then unload the land units by pressing Load Unload once again.

You may unload land units into a zone occupied by enemy land units. Such an action is known as an amphibious assault. All amphibious assaults are fought until one side achieves total victory.

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### **Attacking Enemy stacks**

When two stacks engage in combat, both attacking and defending stacks have an opportunity to inflict casualties. The sequence of events in an attack is as follows:

1. Each attacking unit attacks. The unit's attack strength is used to determine the percentage chance of hitting a target. If the unit hits, a random defending unit is selected and flagged as destroyed. The defending unit will still make a counterattack, but is eliminated thereafter. The only exception to this rule is in the case of Submarines. Any defending unit destroyed by a Submarine is destroyed immediately and is not entitled to a counterattack.
2. Then, each defending unit makes a counterattack. The unit's defense strength is used to determine the percentage of hitting a target.
3. Casualties from both sides are then eliminated from the stacks.
4. If the defending force is destroyed, the attackers stack will move in, occupying the zone. If total victory is not achieved, the attacking stack will spend one half of a movement point.

There are a few factors that modify the base attack and defense strengths of combat units. The first is Resource Support Strength. If your total consumption was greater than your production plus Resources in stock, you will have a Resource shortage, and the effectiveness of all combat units will be reduced accordingly. The Resource Support Factor is displayed each turn on the Production results dialog box. You may view this dialog by selecting the **View, Production** menu item.

The second factor that could influence combat strengths is called the Supply Multiple. If a stack is not directly adjacent to a friendly territory, the stack will suffer a Supply penalty. The severity of the penalty is based on the distance between the stack and the closest friendly zone. This rule makes the islands in the Pacific quite valuable strategically, even though they have low Resource value.

To see what the total attack and defense strengths are for any Allied or Axis stack, simply double-click on the stack. A small window will appear, showing the breakdown by air, land, and sea units. The current Supply Multiple will also be shown in this window, if the zone contains a stack that you own.



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### **Strategic Bombing**

Bombers may conduct a special type of attack called strategic bombing. To bomb a target, the stack containing the Bombers must be moved over an enemy territory square.

When a stack containing Bombers is moved over an enemy territory, the player may press the Bomb command button. Strategic bombing will usually destroy Resources that would have been produced in the territory next turn. Sometimes, Factories and AA-Guns will be destroyed as well.

The more Bombers in the stack, the greater the damage from strategic bombing. Bombers may only carry out one such attack per turn.

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### **Scoring and Victory Conditions**

One side is victorious when 3 enemy capitals have been conquered. This means that all 3 Axis capitals must be conquered for a complete Allied victory, and 3 of the 4 Allied Capitals must be conquered for a complete Axis victory.

After the end of the first turn, you may monitor the current and prior scores by selecting the **View, Scores** menu item. The Score dialog box displays a graph showing the scores of each power from turn to turn, and how close each side is to meeting their Victory Conditions.

After a game, if any individual nation scores break the record, you will be asked to enter the name of the player that played the nation. Nation scores are based on the total value of territories owned by the nation at games end.

The top 10 alliance scores are also saved in the score gallery. The final alliance score is based on the Industrial Multiples of the nations. If, for example, you play the Allies with Industrial Multiples of 1.0, 1.0 and 1.0 against the Axis with multiples of all 4.0, your final score will be  $(4.0 - 1.0) * 100$ , or 300.

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### **Strategic Hints**

#### **Germany**

The Germans have an early advantage by possessing the largest resource stockpile at the beginning of the game. It is up to the German player to carefully break out of central Europe, while still keeping enough of a defensive force to deter attacks from the UK and eventually the US. To accomplish this goal, spending should be allocated to Infantry and Armor, with a small portion of the budget allocated to a navy and air force to discourage enemy sea units.

#### **Italy**

Italy can play a pivotal role in the war. How well Italy handles the conquest of Africa will impact the overall strength of the UK. With a weak UK, Germany will be free to press on into Russia. A successful African campaign requires careful spending on the part of Italy, and a couple of early Transports are essential.

#### **Japan**

Vladivostok should be a priority target from turn 1. Once that is acquired, the Japanese player may safely convert other territories on the mainland to factories. Then dedicate resources to land units for the conquest of Eastern Asia and the Pacific, and watch out for US battle fleets!

#### **United States**

The US must focus on both the European and Pacific theaters. The US was late to enter the war historically, and this is simulated by their reduced Industrial Multiple. The US player may very well wish to spend most of their Resources early on improving the Industrial Multiple. Numerous Transports are essential on both coasts, and, depending on the naval strengths of the Axis powers, support vessels may be needed as well. Conquest of the Pacific Islands is important because of the important strategic role these islands play in terms of the Supply Multiple.

#### **United Kingdom**

A couple of key factories in Africa can insure that the UK can retain its hold on the continent. Another key responsibility of the UK is either liberate western Europe for France, or pump units into Russian territory to stave off the advance of the Germans. The UK can also play a major role in the East, by taking advantage of strategic territories like Calcutta and Hong Kong. The UK also has a good chance of supporting invasions of key territories in China.

#### **Russia**

Russia must concentrate on pouring out Infantry and Armor to hold back the looming red menace of Germany. An early purchase of a large quantity of Armor may be enough to give Russia the edge in the upcoming conflicts along the Eastern Front. The Russian player must be careful to not neglect Asia totally, either. The defense of Asia may be especially difficult if Japan conquers Vladivostok early in the game. The Russian player must also be concerned about land unit Tech Levels, and may wish to improve this early on.

#### **France**

France is often wiped out of Europe before they begin their first turn. If the odds go in their favor, however, France can establish itself as a power in northern Africa by building a strategic factory or two. From there, they can wait for the United States and/or United Kingdom to liberate Paris, or build a small Transport fleet and attempt to help in this effort themselves. If Germany does decide to invade France early in the game, the French player should quickly move the large French fleet to a safe zone in Africa and disband most, if not all of the vessels, otherwise the support cost of the navy will become crippling.

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### **Game Options**

Each game of WinWar is played by one or more players controlling seven nations, three Axis and four Allied. You may assign each of the nations to either human or computer control.  
*(In the demo version of WinWar II 2.0, you may only assign human control to one of the Allied players!)*

Each nation also has an Industrial Multiple that may range from 0 to 5. Each turn, the total number of Resources produced by the nation will be multiplied by this value. The initial settings are defaulted to simulate the varying industrial strengths of the powers at the start of the war. However, you may balance the game for varying levels of player skill by adjusting these initial settings.

The final game options effect how units are displayed. Normally, you will only be able to see units that belong to you, or units that are adjacent to units you own. By checking the box labeled Allied units Always Visible, you will be able to view units belonging to your allies, and enemy units adjacent to units belonging to your allies. If you check the box labeled Enemy units Always Visible, no units (except enemy subs) will be hidden.

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### **Network Play**

WinWar II 2.0 is played over a network by sharing a common network save file among players. While you are taking your turn, other players will be able to view the maps, but not perform actions. When your turn is up, the next player will receive a message box notification that it is time to begin their turn.

To start a network game, select the "Begin Network Game" from the Game Options dialog, or select this entry from the Game menu. Then proceed to set up the parameters of the game, and select the common network save file that all players will point to.

Once this is done, you will proceed to begin turn 1. Other participants may now select the "Join Network Game" option, selecting the save file that was created by you earlier. Each player joining a network game will be asked to choose from one of the player names that were entered by you.

Each player's machine will periodically check the save file to see if it their turn. When it is, they will receive a notification. Other work may be done in Windows while you are waiting for your turn in a network game, making this game a good(?) candidate for office play!

## **Production Cycle**

- 1. Calculate Gross Production. Add to Resources left over in stock last turn, for each territory:**
  - Take the territorys Value.
  - Multiply by the Countrys Industrial Multiple.
  - If the Countrys capital territory is conquered, divide by 2.
  - Subtract any damage that was done by strategic bombing.
  - Subtract blockaded Resources if there are enemy sea units in the territory.
  
- 2. Calculate Consumption. For each unit:**
  - Consumption cost is 25% of the units cost to build.
  - Consumption cost is reduced proportionately if the unit did not move up to its full movement allowance.
  
- 3. Subtract total Consumption from total Gross Production. If Consumption is less than or equal to Production, set Resource Multiple to 100% and place the leftover Resources in stock.**
  
- 4. If Consumption is greater than Production, calculate Resource Multiple, and set Resources in stock to 0.**

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### **Hidden Submarines**

Submarine units are not immediately visible to enemy forces. Submarines become visible in two situations. First, if a stack containing submarines engages in battle, the submarines will become visible. Second, if an enemy navy sweeps the zone with Destroyers, there is a chance that the submarines will be detected.

You can use submarines in much the same way they were used during the war, to blockade merchant shipping. Split submarines into their own stack, and position the subs in an enemy territory. The production of that territory will be reduced as long as your subs occupy the zone. You may use other naval units to blockade in this manner, but using subs alone is particularly effective because of their hidden nature.

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### **Anti-Aircraft Guns**

AA Guns serve to protect your territories from enemy air attack. Whenever Air units move into an enemy territory that has AA Guns, there is a chance that some Air units will be shot down. The number of Air units shot down depends on the number of Air units in the stack and the number of AA Guns in the territory.

You may build AA Guns at any territory you own. The cost of an AA Gun is equal to the total; number of AA Guns currently in the territory plus 1.



2 Infantry can be loaded into 1 Transport.

1 Armor can be loaded into 1 Transport.

Your Fighters must end their turns in friendly territories, or on Carriers you own. 4 Fighters can land on a single Carrier.

Bombers must end their turn in friendly territories. Bombers may conduct 1 strategic bombing run per turn.

1 Transport can carry 2 Infantry or 1 Armor.

Submarines remain hidden until they engage in combat. They gain an advantage when attacking hidden. Enemy units hit by Submarines are destroyed immediately, and are not entitled to a counterattack. Submarines cannot fire upon, or be fired upon, by air units.

1 Carrier can serve as a landing base for up to 4 Fighters and/or Dive Bombers.

Your Dive Bombers must end their turns in friendly territories, or on Carriers you own. 4 Dive Bombers can land on a single Carrier.



These vessels can conduct shore bombardment on enemy land units in the same zone.

Destroyers can sweep zones for hidden Submarines.

Id like to thank the following beta testers who contributed time and ideas:

**Fadi Gemayel**  
**Thomas Meyer**  
**Morris P. Pilla**  
**Ron Torlucci**  
**Marc Winter**

Id also like to thank **Sybil** for her understanding and patience (and for peeling all those labels off of our distribution disks!)

