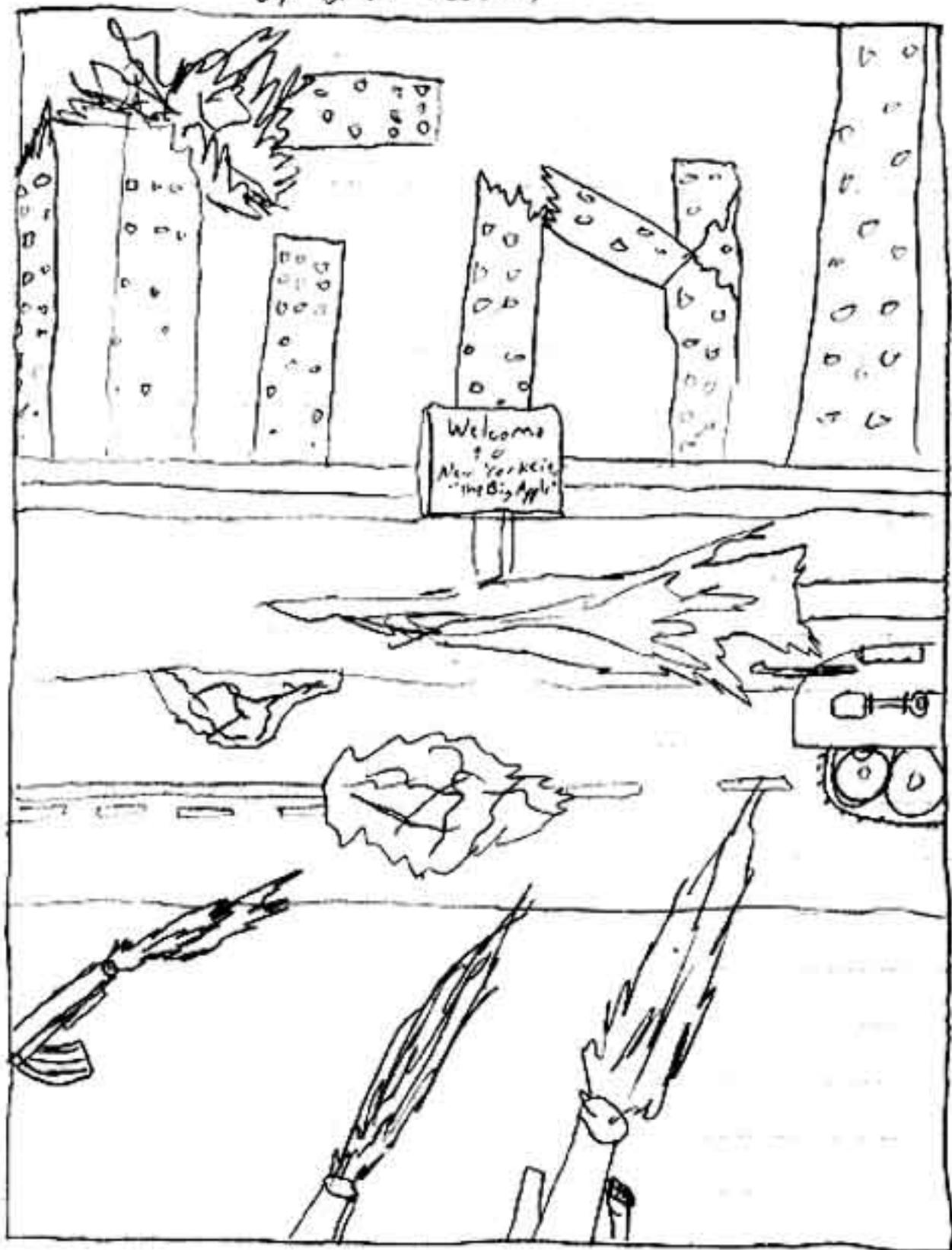


# WORLD WAR III

By Brian Kavanagh



GAMES

2-7 players  
ages 11 and up

# TABLE OF CONTENTS

I	INTRODUCTION	2
II	What the game is	2
III	The counters	2
IV	Things Needed	3
V	Combat	3
	A. when combat happens	3
	B. How to conduct combat	3
	C. Projectile	4
VI	Missiles, TRAPS, AND Bombs	5
	A. Missiles	5
	B. Traps	6
	C. Bombs	7
VII	Range and Equipment	8
	A. Equipment	8
	B. Range	8
VIII	Movement	9
IX	Time	9
X	Ammo	10
XI	Death	10
XII	Example Record sheet	12
XIII	Record sheet	13
XIV	What you need	13
XV	List of counters	13
XVI	END	14
XVII	Winning	11

# Introduction

Welcome, Welcome to New York City Ha! Ha! Ho! Ho! Ho! you must fight off the Russian invasion During World War III Ha! Ho! Ho!

And Now let the Battle Begin!!!!

## What the Game is

Well if you bought this thinking it was a role-player you wrong. World War III is a Wargame.

## The Counters

T = TANK

There should be 99 counters

R = Russian

A = American

P = Plane

L# = Leader and #

M = Missile

T = Trap

B = Bomb

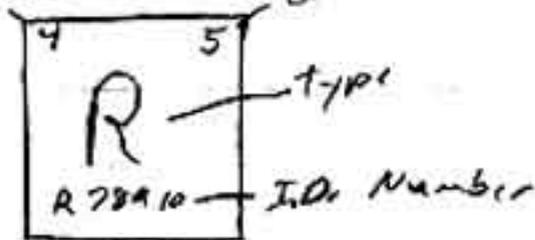
☾ = Night

☀ = Day

M = Mine

A  
R = Am. P.M.

Parts of a counter \*  
movement combat



\* actual size

## Things Needed

- 1 World War III Game Booklet
- 2 sheets World War III counters
- 1 World War III Map or make your own with 1 inch graph paper
- 2 six side dice
- paper and pen or pencil
- 1 clock sheet

## COMBAT

This should have special attention paid to it. The right hand number on a counter is its combat factor.

### When combat happens

1. when 2 or more enemy counters enter the same square.
2. when a player decides to fire a projectile weapon.

### How to conduct combat

1. Add up all American combat factors in that square.
2. Add up all Russian combat factors in that square.
3. American Player roll 2 dice and add the answer to 1.
4. Russian Player roll 2 dice and add the answer to 2.
5. Side with highest number wins.

Combat continued

6. losing side remove 1 counter from board.

7. repeat to all of either side has been removed.

ex. 1 = John which is playing the Russians decides to attack Matt's counter which have just moved into the same square. John has two Russians one with the combat factor of 5 the other 4 Matt's men have combat factors of 6 and 5 Matt adds up his factors  $5+6=11$  Then John adds up his  $5+4=9$  Matt then rolls both dice getting a 9 he then adds up  $9+11=20$  John then rolls the dice getting a 10,  $10+9=19$  since Matt's number is higher 1 of John's counters are removed from the board.

### Projectile

when firing a weapon more than 1 square it is considered projectile combat. when firing a projectile roll on the table below

Dice roll	Result
1	mis fire or jam
2	hit
3	miss
4	hit
5	miss
6	hit

when a Hit is rolled one of the other player's pieces are removed from the board.

Ex. 2 = Mott's men after winning walk down a street and a sniper on a near-by window fires his rifle at them rolling a 6 on the table he hits and one of Mott's counters are removed from the board.

## Missiles, Traps, And Bombs

### Missiles

at the start of the game each player has 2 missiles. when a missile is launched the player launching it secretly writes down its destination <sup>in longitude</sup> and then launches it. The counter launching it must be at least 10 squares but no more than 20 away from the destination. when launching a missile a player must roll on

The chart below, result

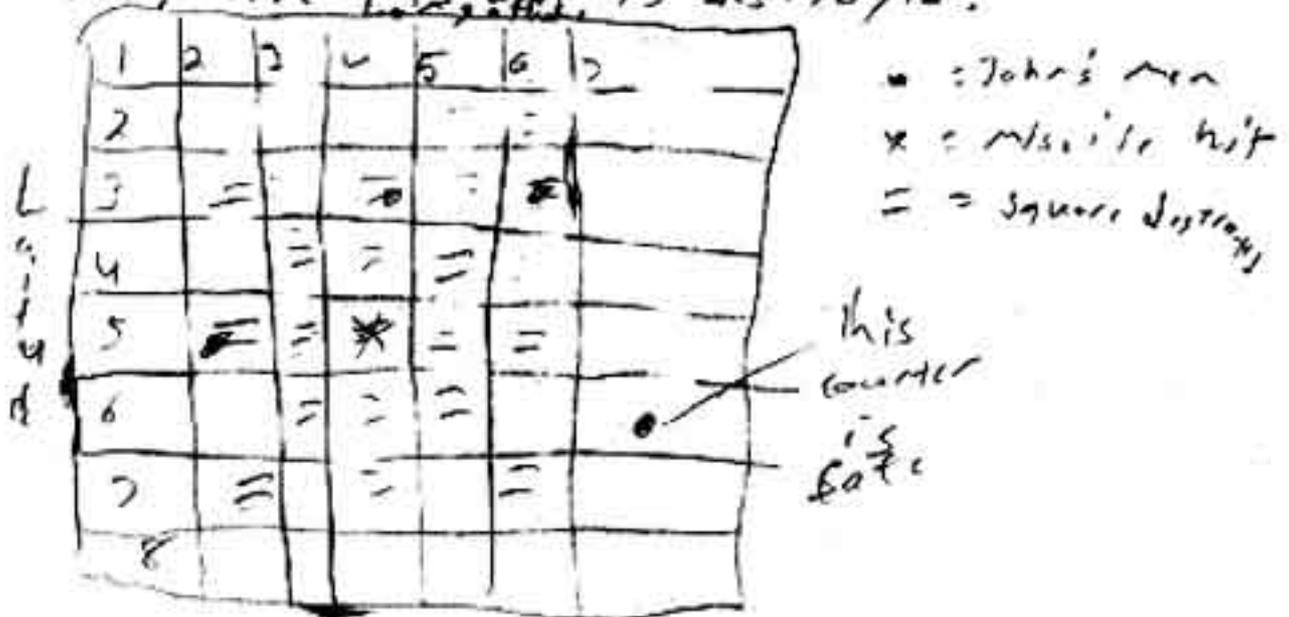
<u>Die roll</u>	
1	missiles
2	2 squares off target.
3	hit.
4	3 squares off target.
5	hit.
6	missile explodes destroying everyone within 10 squares in every direction.

Miscile continued

when a missile hits it destroys ever  
thing with in 2 squares in every direction.

see ex. 3

ex. 3 = Matt fires a miscile at John's men  
he rolls a 3 & hit. he fired at longitude  
5 latitude, here ~~longitude~~ is destroyed.



## Traps

traps are set secretly and are not known until

someone is removed by one. On your record sheet there are 2  
trap counters. In the first square list the counter number  
of the trap. Under latitude put the latitude number. Under  
longitude put the longitude number. If any enemy  
counter touches that exact square then remove that  
counter and replace it with the trap that has the same  
counter number as the one on your sheet that should  
be there. after a trap is set off it can still

Work. Any counter still traveling through that square can be caught. The player who set the trap counters can not be caught in that trap. see ex. 4



John's counter passes through square 5 and 4 and then the trap counter is placed in that square and left for the rest of the game.

Ex. of record sheet

trap<sup>#</sup> Latitude Longitude

1. 

109	5	4
-----	---	---

Bombs

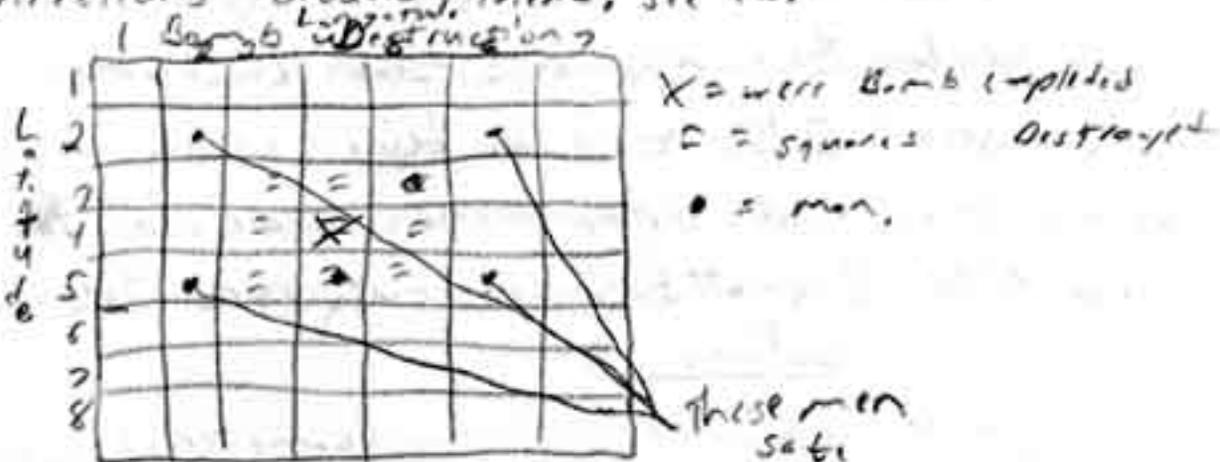
Work the same as traps only are written out under the Bomb column. Bombs can also be used as projectile weapons. roll on table below when using bombs as this

Die roll	result
1	Bomb explodes = see missile table #6
2	hit
3	miss
4	hit
5	miss
6	Bomb does not explode

## Bombs continued

when Bombs explode they also destroy 1 square in all directions around them, see ex. 5

ex. 5



## Ranges and Equipment

### Equipment

all men have the following equipment

1. Basics = (food, tents, water, flash light, Batteries, cloths, etc.)
2. survival knife
3. 2 throwing stars
4. Americans = M-16, Russians = AK-47
5. throwing knife

### Ranges

<u>weapon</u>	squares allowed
knife	same square
knife (throwing)	2
stars (throwing)	2
M-16 or AK-47	10
Bomb	5
missiles	20
tank or plane's shot	10

# Movement

The Movement value on the counter on the left numbers. The counter can move this many spaces, see ex. 6 = Matt's man is being chased by one of John's since Matt's movement value is 5 and John's is only 4 Matt's man out runs John's.

## Time

After each turn or 10 min. (game time) the min. marker is moved up one. After one time around the min. clock the hour clock is moved up one. The A.M./P.M. counter sets on either one on the A.M./P.M. clock. From 6 A.M. to 9 P.M. the day counter is used on the hour clocks. From 10 P.M. to 5 A.M. the night counter is used. see ex. 7

turn sequence

1. Americans move
2. Russians move
3. Roll Initiative lowest roll wins and attacks first
4. winner attacks
5. loser attacks
6. Retreat
7. Chase
8. Bombs thrown
9. Missiles launched
10. traps set off

all optional and can happen at any time during the turn

11. time accounted for  
Note: A time should be picked at the start of the game.

## Time continued

ex. 7: at the end of the turn Matt, which is the time, keeper moves the min marker to one ahead which is turn 5 which means the hour counter is moved up, which is day at 9:00 p.m. Then the day is exchanged for the night counter, which is placed on 10:00 p.m. spot. Now a new turn begins.

## Ammo

each time a weapon is used that 15 projectile one square should be filled in. when all the squares are filled in beside that weapon it can be used no more. see ex. 8

ex. 8: before firing, matt looks at man 5 and sees that his m-16 Ammo record looks like this m-16 ~~15/15~~. see that if he fires man 5 will not be able to use his m-16 no more. but he is forced to fire. after firing his sheet looks like this, m-16 ~~15/15~~, meaning that man 5 is out of Ammo.

## Death

Beside each man there is a small box when he is removed fill in this box. This means that he is dead and can no more be used. see ex. 9

ex. 9: at matt's man hit John's, John removed the piece and filled in the square making his record 10.

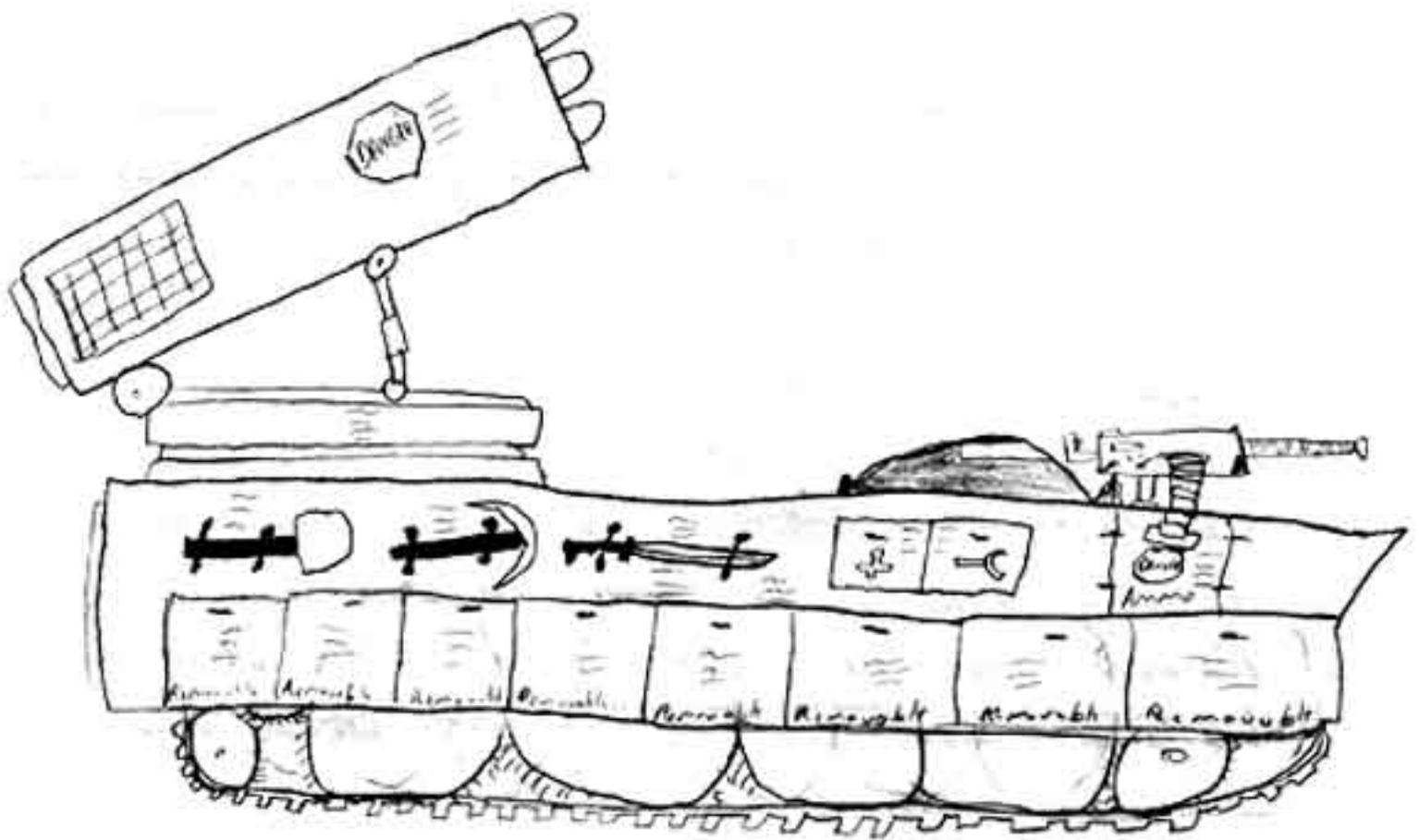
Death continued

sheet look like this, 

man 5		AK47	
-------	---	------	---

winning

when 1 player eliminates all other players  
counters then that player wins



# Example Record sheet

1. American			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52
53	54	55	56

- 1 = Country (American or Russian)  
 2 = L# ← = trap #  
 3 = The leader's counter #  
 4 = The leader's Ammo  
 4 1/2 = leader's Death square  
 5, 9, 16, 19, 23, 27 = man 1 thru 6  
 6, 10, 17, 20, 24, 28 = man 1 thru 6 counter #s  
 7, 11, 15, 21, 25, 30 = man 1 thru 6 Death squares  
 8, 12, 14, 22, 26, 31 = man 1 thru 6 Ammo record  
 32, 36 = traps load 2  
 33, 37 = traps counter #s  
 34, 38 = traps Longitude  
 35, 39 = traps Latitude  
 40, 44 = missile's load 2  
 41, 45 = missile's counter #  
 42, 46 = longitude (missile's)  
 43, 47 = Latitude (missile's)  
 48, 52 = Bombs load 2  
 49, 53 = Bombs counter #  
 50, 54 = Bombs longitude  
 51, 55 = Bombs latitude



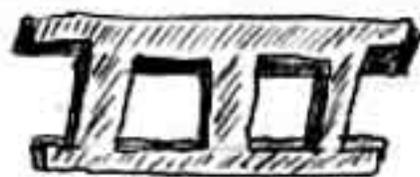
END

Thank You!!!

for  
Entering

WORLD

WAR



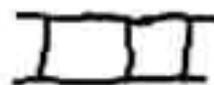
Who  
will win!!!

GOOD  
FIGHTING

HA! HA! HA!

# CLOCKS for World WAR

Turn clock



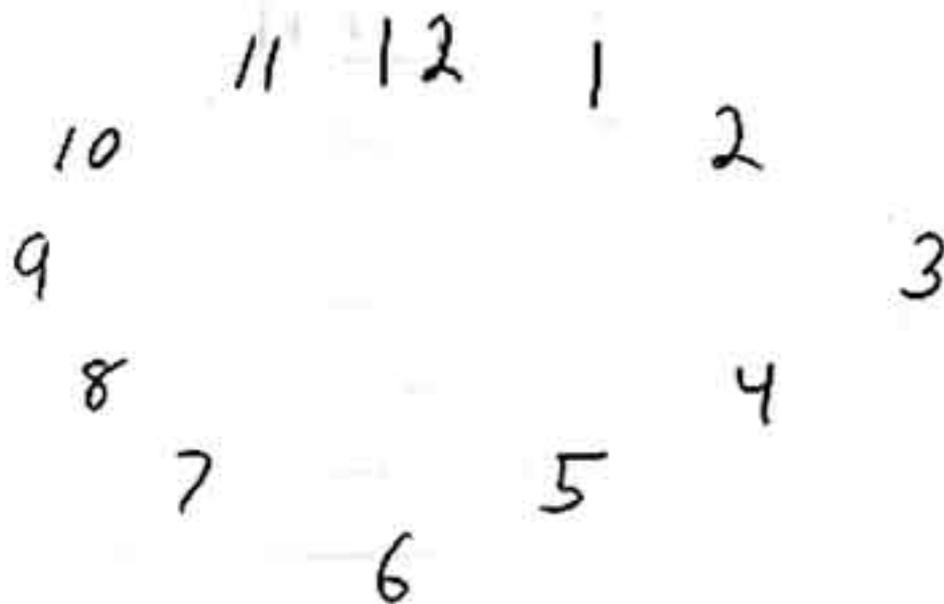
5

2

4

3

hour clock



A.M. / P.M. clock



6 6 3 2 A A508	3 2 A A509	5 7 3 5 7 3 L1 L1100	7 3 5 7 3 L2 L2101	5 7 3 L3 L3102	Trap Tr400	Trap Tr401	Night	Min	R R623	P P806
5 4 5 2 A A521	5 2 A A522	4 3 6 6 3 A A500	6 6 3 A A501	3 A A502	T T700	T T701	B B202	DAY	R R616	B B205
2 2 5 2 A A512	5 2 A A513	3 3 6 3 3 A A509	6 3 3 A A510	3 8 A A511	R R621	R R622	A A519	R 602	R R617	B B200
4 8 4 4 A A505	4 4 A A506	3 5 3 7 2 4 R R618	3 7 R R619	2 4 R R620	P P800	P P801	P P803	M 1306	T T707	M M305
15 12 8 10 T T702	12 8 10 T T703	6 3 6 2 2 4 R R613	6 2 2 4 R R614	2 4 R R615	L4 L4109	L5 L5104	M M307	L7 L7108	A.M. P.M.	
14 12 8 3 P P804	12 8 3 P P805	6 8 2 2 6 R R600	8 2 2 6 R R601	2 6 A A520	Trap Tr402	Trap Tr403	R R608	Trap Tr404		
2 6 2 7 R R603	6 2 7 R R604	2 5 4 5 R R605	4 5 R R606	Trap Tr406	M M300	M M301	R R607	Trap Tr405		
6 5 6 5 R R611	5 6 5 R R612	11 10 12 8 T T704	12 8 T T705	10 9 T T706	B B201	Trap Tr407				
2 7 3 7 A A514	7 3 7 A A515	B B206	B B207	20 M M304	A A504	A A503				
7 4 3 8 A A516	4 3 8 A A517	B B203	B B204	17 11 P P802	A A518					
7 3 2 5 R R609	3 2 5 R R610	20 M M202	20 M M303	6 7 L6 L6105	A A512					

WORLD WAR III

**MAP  
BOOK**

 R L GAMES

World

war

III

map

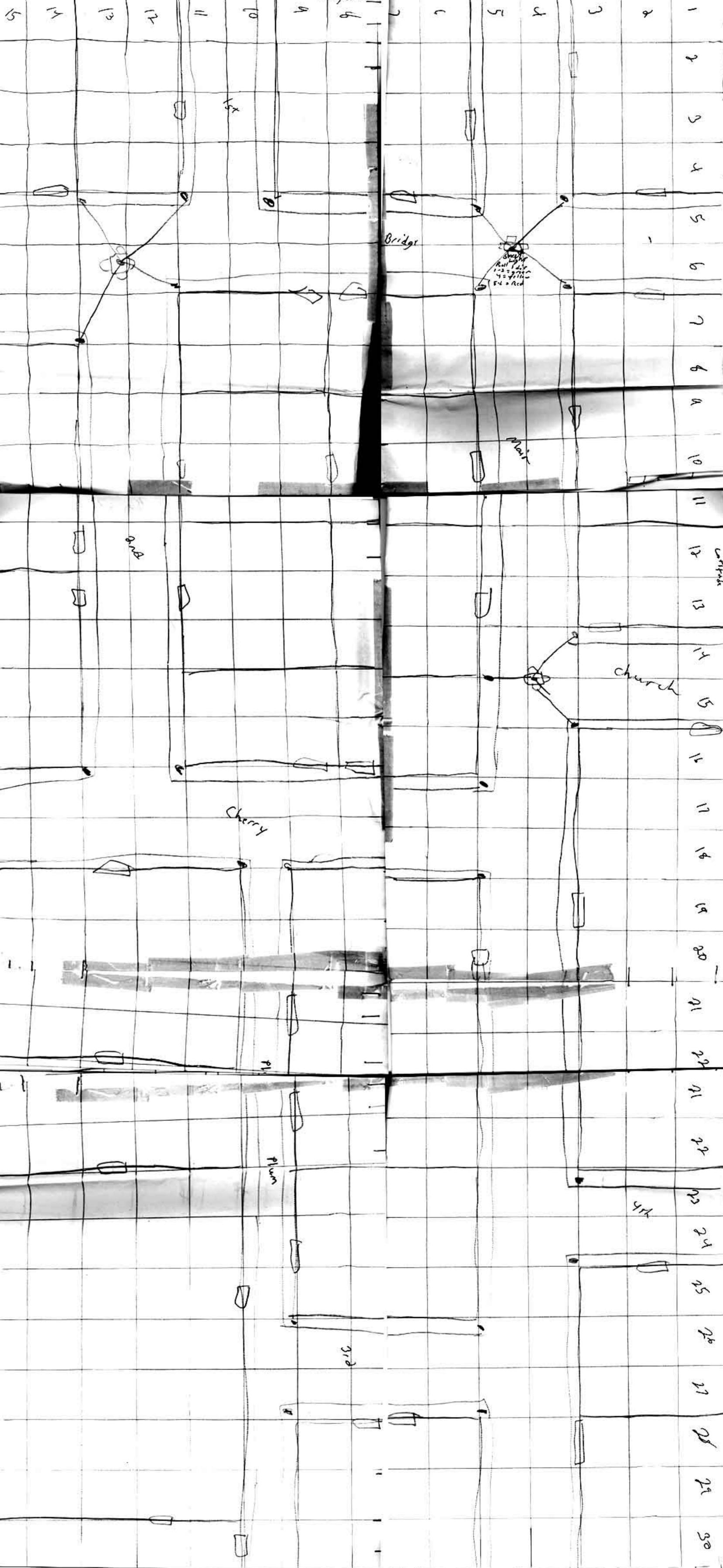
work use thru city map

Longatutu

— = Over

L = sidewalk

• = light post



5

4

3

2

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

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22

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32

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35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

sidewalk

church

Cherry

plum

sid

Main

Bridge

Over  
Rail  
1-2  
4-5  
6-7  
8-9  
10-11  
12-13  
14-15  
16-17  
18-19  
20-21  
22-23  
24-25  
26-27  
28-29  
30-31  
32-33  
34-35  
36-37  
38-39  
40-41  
42-43  
44-45  
46-47  
48-49  
50-51

Over

plum

sid

WORLD WAR III



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