World War II Simulation Rules

1. Years

Each class period will represent one year starting with 1939 and ending in 1945.

2. Turns

The Axis will be first, followed by the Allies and finally the neutrals. Turns will consist of War and Movement. (Anything that was not used in “war”) We will have as many turns during the class period as we can get done.

3. Example Turn

In this example, you see there are several wars declared by the Axis Powers. After those wars have been decided, the Axis Powers will move anything that was not used in this turn. Then, the same process starts with the Allied Powers.
4. Troop Movement

During the **war phase**, you may move to attack someone one country or zone per turn. You can move one country or zone per turn during movement phase. You can’t move the same set of troops twice in one turn. You cannot move to attack and then move somewhere else afterwards. **(Only 1 move per turn)** You may also split, divide or combine your armies to move in multiple directions.

5. Maginot Line

The **Maginot Line** is an impenetrable series of fortifications that prevents anyone from making a frontal assault on France. Troop movement is restricted to 1,000 troops per turn. The Lines fortifications include: pill boxes, machine gun nests, cannons, underground railways and troop barracks. France can attack from it, Germany cannot. **If you control both sides of the Maginot line your movement through it will not be restricted.**

6. Naval Movement

During the **war phase**, you may move and attack someone’s Navy- one zone per turn. You can move one zone per turn during **movement phase**. You cannot move to attack and then move somewhere else afterwards. **(Only 1 move per turn)** You may also split, divide or combine your navies to move in multiple directions.

7. Naval Movement of Troops

You can move 1 troop on one ton of navy. For example, in order to move 100 troops you would need 100 tons of navy. If you use your navy to move troops you will not be able to fight with the same navy- (in that turn). **(Only 1 move per turn)** In this example GB can move 160 troops to F1 of France.
8. The Suez Canal

The Suez Canal is in Egypt, which is controlled by Great Britain at the start of the game. This allows Navies to move from the Indian Ocean to the Mediterranean Sea in one move. **The country that controls Egypt- controls who passes through the canal.**

9. The Baltic Sea

At the start of the simulation, the **Baltic Sea** is open because the free countries of **Norway and Denmark** control the mouth. **If one country controls both these lands**- they would be able to control access to the Baltic Sea.

10. Mobilization (All Countries except the U.S. Already Mobilized)

Countries have a pool of troops that are called reserves. Usually trained personnel that have retired or left the army that can be put back into service quickly.

11. Negotiations

**It is important to try and negotiate** as much as possible, **conserving your forces** and using them only when necessary will pay off in the end.

12. Transfer or Capture of Natural Resources

<table>
<thead>
<tr>
<th>Transfer of Natural Resources</th>
<th>(1 year minimum)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Country:</strong> Soviet Union</td>
<td><strong>Period:</strong> 5</td>
</tr>
<tr>
<td>Transfers: Oil: 10 Iron Ore: 6 Coal: 6 Rubber:</td>
<td></td>
</tr>
<tr>
<td>To the country of: Germany</td>
<td>Year: 1939</td>
</tr>
<tr>
<td>President: Tyler Smith</td>
<td>President: Bridget Jones</td>
</tr>
</tbody>
</table>

1. **Transferring Resources to Allies**
   a. Countries can transfer surplus (extra) resources to their allies.
   b. Fill out the slip (left) and hand it in to the teacher- the next class period it will be transferred.

2. **Captured Resources**
   a. Will be automatically transferred to your stockpiles upon capture.
13. Army Rating

**Military Rating:** Each country has a military rating—which does not change.

**Natural Resources:**
There are 4 natural resources: Oil, Coal, Iron Ore, and Rubber that have an impact on your overall rating. Each is worth up to 1 point in your rating.

**Overall Rating:** Combines military rating (1-6) and Natural Resources (0-4)

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**The Battle:**

```
1  2  3  4  5  6  7  8  9  10
Poor  Excellent
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**Attacker:**
- Rating: 4

**Defender:**
- Rating: 5

**Army Size:**
- 100

**Power:**
- 400

**Defense Bonus:** Troops must originally be in that zone when it is attacked to get the defense bonus. Any troops that move in to defend do not get the bonus.

**Winner:**

**Alliances:** The more countries you bring into the battle the more the casualties will be spread out.
14. Navy Rating

Your navy rating consists of two parts.

A. One half is based on your naval ship strength

B. One half is determined by how much oil you have. Navies run on oil.

15. Unmanned Countries

Albania, Denmark, Estonia, Latvia, Lithuania, Thailand and Greece are countries involved in the simulation but they are not manned. You may invade them or take them over. They may have some strategic importance, but they have no natural resource value.

16. Non-Involved Countries

Portugal, Spain, Mongolia, Switzerland and Turkey are not involved in the simulation. You will not be able invade them or do anything to them.

17. 10 Minute Time Limit Rule

Anyone can invoke the 10-minute time limit rule on turns at any time. That means that each side has to finish their war and movement within 10 Minutes of the rule being invoked. This helps prevent stalling on either side. I use a simple Farberware Timer.

18. Panama Canal

Allied countries can pass through the Panama Canal to get to the Pacific from the Atlantic Ocean.