**War Studies Primer 2011 Politico-Military Simulation of World War II – Final Version 09/28/11**

**Goal**

To provide a practical simulation for the study of the conduct of war and diplomacy and for teaching critical decision making.

To develop an understanding of the importance of political / military coordination, research / production / logistics, strategy and

tactics, the integration of air / land / sea warfare, and the confusion of the fog of war and friction.

**Background Briefing**

Making History - The Calm and The Storm, handouts for the World at War Scenario (attached).

**Expectations**

I expect you to be an active participant playing your role in your team’s weekly strategy and tactics discussions as it plans its round.

It is up to you as to how expert you become in the simulation’s mechanics, but reading once through the Axis and Allies rules is recommended.

I recommend you keep a brief diary of your simulation experience as we will be doing an analysis of the simulation at its end and especially if you

intend to use your simulation experience as one of your written essay questions.

**Teams**

The Axis (Germany, Italy, and Japan) will be played by two teaching assistants

The Allies will be played by 3 teams

Britain (Prime Minister, Royal Air Force)

European and North African Theaters (Army, Royal Navy)

East of Suez Canal and Pacific Theaters (Army, Royal Navy)

Soviet Union (Premier, Red Air Force / Red Navy)

European Theater [West of Omsk] (Red Army)

Non-European Theater (Red Army)

US (President)

European and North African Theaters (Army, Army Air Corps, Navy)

Pacific Theater (Army, Army Air Corps, Navy)

China (President / Army / Air Force)

Each team will have one player who knows how to play Axis and Allies to serve as a resource.

Each team will need to decide what role each team member will play. Team members can change roles during the simulation.

Each team needs one member to take responsibility for posting the weekly turn.

Each team has a Premier / President / Prime Minister who will be responsible for deciding in concert with the rest of the team:

1) developing weapons, 2) purchasing units, 3) mobilizing units, 4) overall strategy and 5) coordinating strategies between teams.

Each team has one or two commanders of Army, Air Force and Navy forces who will be responsible for 1) developing operational military strategies,

2) lobbying their team for developing weapons and purchasing units that will allow them to 3) carry out those operational strategies.

I recommend at least one face-to-face organizational meeting for each team, at the bistro of your choice

The teams are:

Britain – Alex, Camilla, James, Josh, Matt, Sophie

Soviet Union – Jake, Maisie, Tyler, Zack

US – Adam, Ben, Brandon, Dorena, Haley, Ian, Kevin, Ryan

The first weekly turn must be posted by Friday September 30th by 11:59 pm

**Weekly Round (Note one round consists of the combination of all team’s turns)**

Since you are all on the same side, I recommend each team use the Facebook group for your individual team and between-team turn planning

discussions. Note the teaching assistants are not in the Facebook group and will not see your discussions.

Each team must post their weekly turn in the Facebook group no later than Friday at 11:59 pm for Soviet Union, Monday at 11:59 pm for Britain and

China, and Wednesday at 11:59 pm for the US

Each team must provide the following in their post in this format:

Develop weapons (do you wish to develop advanced weapons – choose your development and how many research dice you wish to buy)

Purchase units (how many units of each type do you wish to purchase)

Combat move (how many of each type of unit do you want moved into a sea zone, land territory, or island group)

Conduct combat (this will be resolved by the computer)

Noncombat move (how many of each type of unit do you want moved into a sea zone, land territory, or island group)

Mobilize new units (which land territory containing an industrial complex or adjacent sea territory do you wish your new units to be placed)

Note: The more detailed and precise your orders the better.

The round will then be played out by the teaching assistants who will play out each team’s turn in order on their computer

The teaching assistants will follow your orders to the best of their abilities and will fill in any deficiencies in your instructions. The computer will

adjudicate all combat.

By Monday / Wednesday / Friday mornings:

How much income you have collected will be posted in the Facebook group

A current screenshot of the board (in .png format) and a brief narrative of the round will be posted to <http://www.warstudiesprimer.org> The TripleA game history file (game.xml) and saved game (WSP.tsvg) will be posted to <http://www.warstudiesprimer.org> for you to see the

round in detail by opening it in your personal copy of TripleA, if you wish.

…and then your team can start discussing what it wants to do in its next turn

**Resources**

The simulation is based upon Axis and Allies Revised Edition, author is Larry Harris, publisher is Avalon Hill

Axis and Allies is used because:

- As a board game its mechanics and values are open to inspection.

- Although it has simple mechanics it yields sophisticated results.

- It portrays the whole of WWII at a strategic level including geopolitics, research and development, logistics, and land / air / naval warfare.

Read the rule book at <http://www.wizards.com/avalonhill/rules/axis2004.pdf> to learn the mechanics of the board game

TripleA, a computer version of Axis and Allies, is used to conduct the simulation

TripleA is used because it is open source and cross platform so everyone can freely run a copy of it themselves if they wish

Download the latest version of TripleA here - <http://triplea.sourceforge.net/>

Read the TripleA rule book at <http://triplea.sourceforge.net/mywiki/Guides>

The scenario we will be playing is Big World: 1942

Territory and unit colors on the TripleA map are:

Britain – brown, China – purple, Soviet Union – red, US – dark green, Germany – gray, Japan – light green units and orange territory