WORLD WAR

AWESOME!

Contents

History

In 1887, while working at Edison Machine Works, Nikola Tesla accidentally invented the transistor.

The new technology spread quickly; within the next fifteen years, Herman Hollerith would create the world's first commercially available, transistor powered computer, ENARC. The integrated circuit, developed in 1904 by a Hungarian engineer, jump-started the movement to miniaturize computers. Largely out of reach and out of mind of average citizens, computers came to the world's attention when Austrian police surveillance computers were credited in foiling the attempted assassination of Archduke Franz Ferdinand in the summer of 1914.

The Franco-Prussian conflict ended as quickly as it began; abhorred by the brief but brutal violence, the world came together, led by Woodrow Wilson, to form the League of Nations, vowing to never fight again on European soil.

For the first time in a long time, the Western world felt relative peace. Free from threats at home, nations turned their power abroad. In 1931, the Germans developed a massive, tank-treaded fortress – the world's first Superpanzer – starting a new arms race in the process. Over the next decade, Western empires grew to encompass nearly the entire planet, crushing any opposition with the newly created weapons. The problem, though, was that there were only so many natives to subjugate.

As empire borders began to meet, relations between the superpowers began to break down. German forces, pushing up from South America, clashed with American Marines defending the Panama Zone. To the north, more American forces collided with the Soviet Expeditionaries operating along the Siberian border. In Africa, British and German Superpanzers engaged in open combat on the Saharan deserts.

As the League of Nations broke apart, mankind teetered on the brink of World War.

Awesome!

History of the World (1967)

Overview

World War Awesome! is a tactical level, tabletop wargame where players control **massive armored tanks** from the safety of command zeppelins high above the battlefield. To aid in the conquest, players draw two-sided **reinforcement tokens** representing **combat units** and **high-tech devices** from a "deck" and deploy them to battle.

Units can move seamlessly between the interior of tanks and the battlefield, a tactical necessity, as it is often only possible to destroy Superpanzers from the inside. As all tank orders are broadcast from command zeppelins, players may also fight in the **Frequency Domain** and attempt to disable the enemy tank through the use of signal jammers, encryption devices, and hackers.

The Board

World War Awesome! is played on a standard hexagonal grid with spaces big enough to contain a poker chip. Boards can be plain, or customized with cover, obstacles, and special locations, such as uplink connections, where hackers can connect to the Frequency Domain to wage information warfare.

As described later, Superpanzer tanks also have their own boards, which exist within the main battlefield board. Units may move between tank boards and the main board via doors and hatches, located on both tank boards and models.

The Frequency Domain is represented by another board, placed to the side (shown below on the right).

Players provided with army-specific decks of reinforcement tokens, along with gratuitous smaller tokens, used to designate action points, unit states, and other information relevant to the game.
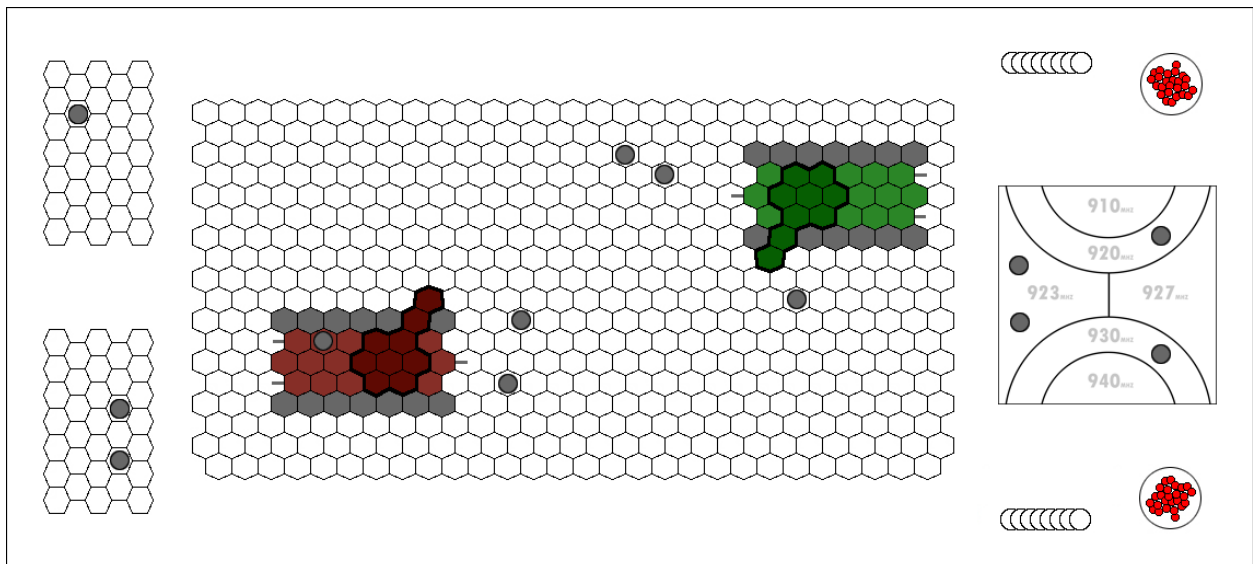
Turn Sequence

Game Setup

- Each player sets their tank somewhere at their edge of the board.
- Each player draws a hand of five (5) reinforcement tokens.

Reset Phase

- The player without the initiative token takes it; he will go first in each step this round.
- One action token is placed on every unit and device in play.
- Each player draws one reinforcement token into their "hand".

Tank-Ops Planning Phase

- Starting with the player with initiative, players give an order for their tank.
- An order includes:
    o A number of hexes to move forward (between zero and the tank's maximum move distance).
    o A turn heading of 60 degrees to the left, forward, or 60 degrees to the right.
    o A hex at which the tank's main gun is aimed (within maximum main gun turning speed).
    o If desired, a main gun attack to be used.

Deploy Phase

- Starting with the player with initiative, each player can deploy either:
    o A unit to a blank hex in their tank
    o A unit within deployment radius of a commander in the field
    o A device to a neutral or controlled frequency in the Frequency Domain
- Each reinforcement token is double-sided. When playing a token, you must choose which side you are playing. This choice is permanent – unless otherwise stated, you may not flip a token over.

Main Phase

- Starting with the player with initiative, players alternate taking turns.
- As their turn, a player may:
    o Have a unit move, move and use an action, or use an action, using up its action token.
    o Use an action on a device in the Frequency Domain, using up its action token.
- A player may pass during their turn. However, the Main Phase ends when both players pass consecutively.

Tank-Ops Action Phase

- Starting with the player with initiative, players carry out their tank orders.
- In moving, a tank may collide with another entity, with the following results:
    o If a tank collides with a unit, the unit is instantly killed.
    o If a tank collides with a building, the tank's movement is stopped.
- If a tank is turning, the turn should be applied halfway through the tank's movement.
- If a tank is turning its turret, it can be done at any point throughout the tank's movement.
- If a tank is firing its main gun, it can be done at any point throughout the tank's movement.

Basic Combat

During each turn in the Main Phase, players may choose a **unit with an action token** to **move**, **move and act**, or **stand and act**. Doing any of these **removes the action token** from the unit.
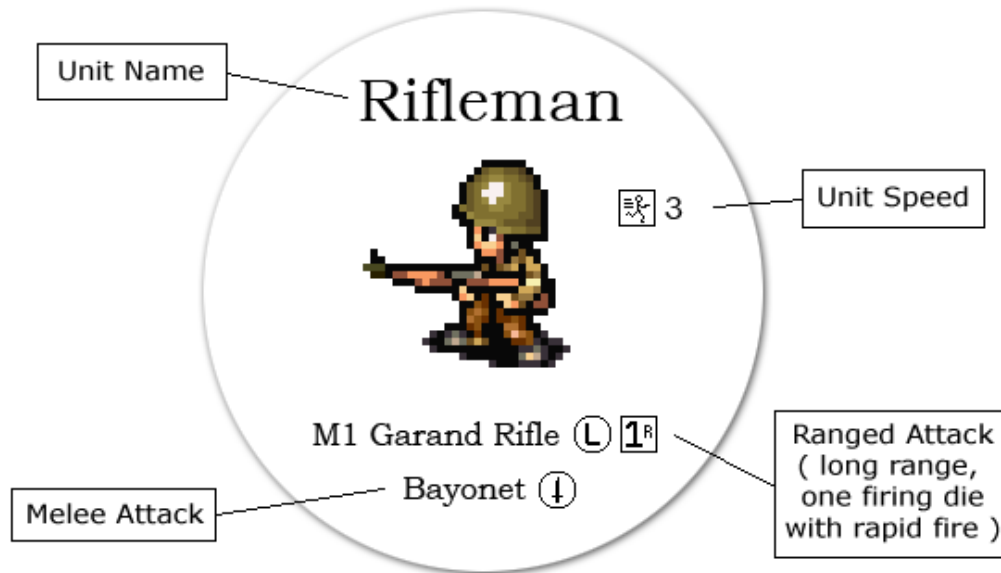
Moving

A **unit's speed**, shown in the top right corner of the token, represents the **number of hexes that it may be moved**. Units may not be moved through obviously solid obstructions, such as walls or tank hulls. Units may move freely between the ground and door hexes on tank layouts, provided there isn't a shield blocking entry into the tank (see Superpanzer section for more information).

Ranged Attacks

The most common type of action is the **ranged attack**, which nearly every unit has in some form. As with most information on reinforcement tokens, the details for a ranged attack are provided in the form of cryptic symbols accompanying the attack's name.

Ranged Attack Protocol

The basic protocol for a ranged attack consists of three steps:

- Selecting a target, noting cover and speed
- Rolling the firing dice
- Applying the effects

To select a target, look at the attack's range symbol. For an attack to be viable, the target must either be in the corresponding range or extended-range, as described on the range chart below. The unit attacking must also have **line of sight** to the target, from center of hex to center of hex. Tanks, walls, and solid objects all block shots.

After selecting a target, the appropriate number of firing dice, represented by the firing dice symbol, should be rolled against the target. The six sides of a firing die are shown below.

If "MISS" is rolled, the bullets represented by that firing die are considered to have missed the target.

If "MISS with gun symbol" is rolled, the shot is considered to have missed the target UNLESS the weapon being fired is rapid-fire (designated by an R on the firing die symbol), in which case the player may reroll the die.

If either "HIT" sides are rolled, and the target is both in normal range and not in cover or fast, the shot is considered to have hit the target. If the unit is unarmored (typical), it is removed from play. If the unit is armored (a special case), a damage token is placed on the unit.

If the target is in cover or is fast (see symbol chart below), only a "HIT with COVER PIERCE" will hit the unit. Likewise, if the target is in extended-range, only a "HIT with EXTENDED RANGE" will hit the unit. This makes it impossible to hit a target that is both in extended-range and in cover or fast.

Range

Denotes the range at which an attack can be used. Symbols, from left to right, denote short, medium, long, and extra-long ranges, which correspond to the range chart below. Note that a circle with a knife in it designates melee range, which implies that the attack is a melee attack, which work differently than ranged attacks and are covered in a separate section.
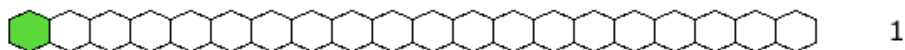
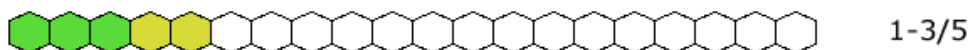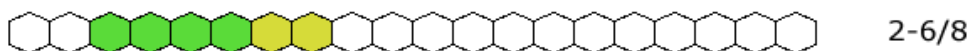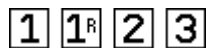When a target is out of range, the attack may not be used against them. When a target is within range, the attack is carried out normally. When a target is within extended-range, you may still attack it, but with the penalty of decreased accuracy.

Firing Dice

Most standard ranged attacks are designed to inflict damage against other units, as represented by the number of firing dice the weapon uses. From left to right, the symbols designate one firing die, one firing die with rapid-fire, two firing dice, and three firing dice. Damage from firing dice cannot be used to destroy "solid" objects such as tank components or buildings; these must be destroyed by impact damage, described later.

Sniper rifles will typically use a special sniper die, designated by the above icon, instead of a standard firing die.

Sniper dice function similarly to firing dice, but have no "HIT with EXTENDED-RANGE" side (as sniper rifles do not have "extended range") and have a special "HIT with HEADSHOT" side. When a headshot is rolled, all units friendly to the target that are within two hexes of the unit are set to flee in the opposite direction.

Deployed Weapons

When an attack has the above symbol by it, it means that the weapon must be deployed before it can be fired. Deploying a unit counts as an action. While deployed, a unit cannot move and can only fire in a 180 degree arc centered about a direction picked when the unit is deployed. Having a unit return to the undeployed state also counts as an action.

Loaded Weapons

Some weapons, such as grenades and rocket launchers, must be loaded or readied before their use. If an attack has the above symbol, it requires a "loaded" token on the unit before the attack can be used. Using the attack removes the "loaded" token. Loading a weapon counts as an action and grants the unit a "loaded" token, of which it may only have a maximum of one.

Overheating

Some weapons, such as heavy machine guns, heat up when in use. Attacks with the above symbol gain a "heat" token when fired and cannot be used when a "heat" token is already present. If an attack with an associated "heat" token is not used in a turn, the heat token may be removed, allowing the weapon to be used again the following turn.

Disabling

Some weapons cause targets to be disabled if they are not killed by the attack; weapons with this ability show the symbol above. If a unit is disabled, it may not move or act either this round or next, and should be marked with a "disabled" token.

Dual Targeting

Weapons with the above symbol can be used twice as a single action, as long as they are targeting two separate units. They may not be used to attack a single unit twice.

Explosive Ranged Attacks

It is often necessary to destroy a component on a Superpanzer, such as a shield generator, before the tank itself can be destroyed. As bullets are typically ineffective for tasks like this, some units are equipped with explosive weapons capable of destroying solid targets on tanks and in the environment, such as walls.

Impact Damage

All solid targets are rated for the about of impact damage they can withstand before being destroyed. The above symbols designate that a ranged attack can be used against solid targets and does either one, two, or three points of impact damage. Shots against solid targets do not miss. It should be noted that some weapons, such as the Soviet anti-tank rifle, can be used against either solid targets or combat units, and thus have both an impact damage symbol and a firing-dice symbol. Planted explosives like demolition packs are designated with a melee range symbol (knife within a circle) and are often (with the exception of sappers and other suicidal units) timed as to not kill the unit using the weapon.

Blast Damage

Most explosive weapons also do blast damage, represented by the symbol above. When a weapon with blast damage "hits" a hex, a blast die is rolled for every unit within the radius shown in the symbol. Thus, for a blast damage of one, all units adjacent to the targeted hex must roll for blast damage.

Rolling a "MISS" causes the unit to be unaffected, while rolling either "HIT" roll kills a unit that is both not fast and not in cover. Only a "HIT with COVER PIERCE" roll will kit a unit that is in cover or is fast. A roll of "DISABLE" will cause a unit not in cover and not fast to become disabled.

Timed Explosions

The above symbol, found only on some explosive weapons such as demolition packs, signifies that an attack does not do damage immediately as the attack is used. Instead, the explosion does not occur until **the end of the following turn**, **after the Tank-Ops Action Phase.**

Melee Attacks

All un-deployed units may perform a melee attack as an action, even if it is not explicitly listed on the token. Unlike ranged attacks, which feature various ranges, melee attacks may only be used against adjacent units.

Melee Weapons

If a unit features an attack with the above symbol, they are armed with an actual melee weapon, which greatly increases their proficiency at melee combat.

Melee Attack Protocol

Performing a melee attack consists of the following steps:

- Attacker rolls an "armed melee die" if they have a melee weapon, or an "unarmed melee die" otherwise.
- Defender rolls an "armed melee die" if they have a melee weapon, or an "unarmed melee die" otherwise.
- The result is calculated and casualties are applied.

Unarmed melee dice, used by units without special melee attacks, have the following sides:

Armed melee dice, used by units with special melee attacks, like bayonets or wrenches, have the following sides:

The results of melee combat can be calculated through the use of the following table:

	ATTACKER					
		MISS	BLOCK	DISABLE	THROW	KILL	BLOCK + KILL
DEFENDER	MISS			Defender disabled	Defender thrown	Defender killed	Defender killed
	BLOCK						
	DISABLE	Attacker disabled		Both disabled	Defender thrown	Defender Killed	Defender killed
	THROW	Attacker thrown		Attacker thrown		Defender killed	Defender killed
	KILL	Attacker killed		Attacker killed	Attacker killed	Both killed	Defender killed
	BLOCK + KILL	Attacker killed		Attacker killed	Attacker killed	Attacker killed	

Note: the header row "MISS | BLOCK | DISABLE | THROW | KILL | BLOCK + KILL" applies to the ATTACKER columns.

If a unit is disabled, they may not move or act during the remainder of this turn or the next turn. If a unit is thrown, it is moved two spaces in a direction chosen by the player controlling the prevailing unit.

As an armed defender is able to kill an attacker, melee combat is often dangerous and unpredictable!

Other Unit Symbols

In addition to unit speed, there are many other unit properties designated by symbols in the upper left "corner" of unit tokens.

Uplink Device

This symbol, denoting that a unit can connect to the Frequency Domain, is found on all hackers. Units may only connect to the Frequency Domain at uplink points, found on tanks and in buildings, denoted with the same symbol.

When a hacker connects to the Frequency Domain, place a hacker's presence device into the frequency domain, in the frequency linked to the uplink point the hacker connected to. While connected, a hacker may not move or use any actions other than disconnecting from the Frequency Domain, which removes the presence and allows the hacker to resume moving and using actions.

Fast

Units with movement speeds of 4 or greater are fast, as denoted by the above icon, and have permanent cover as a result. Regardless of whether or not a fast unit is in cover, only a "HIT with COVER PIERCE" roll on a firing dice can hit it.

Jetpack

Units with the above symbol are equipped with jetpacks and can opt to use their jetpack to move. Instead of moving by their normal move amount, units with jetpacks may perform a jetpack move and move up to the number of spaces listed next to the jetpack icon. While moving with a jetpack, a unit is considered to be in the air and can fly over low obstacles, such as low walls and onto the top of tanks. At the end of a jetpack move, a scatter die should be rolled. If the jetpack was used to move one to four spaces, the unit is moved to the nearest hex in the direction that the scatter die is pointing. If the jetpack was used to move more than four spaces, the unit is moved two hexes in the direction denoted by the scatter die. A unit may perform an action after using a jetpack to move, as it does not count as an action.

Deployable

Units with the above symbol are able to deploy in order to fire their main weapon. Deploying counts as an action. While deployed, a unit cannot move and can only fire in a 180 degree arc centered about a direction picked when the unit is deployed. Having a unit return to the undeployed state also counts as an action.

Reinforcements

Typically, units can only be deployed to spawn points inside friendly tanks. However, units can also be deployed near friendly commanders with the above symbol. The number next to the reinforcement symbol designates how many spaces away from the command unit that units may be deployed (with one corresponding to adjacent spaces).

Armored

Armored units can withstand more than the one hit allowed before being removed from the game. The number next to the above symbol designates how many hit points a unit has. If a unit does not have an armor symbol, it is assumed that they only have the standard one hit point.

Impact Armor

Small tanks, Superpanzer components, and some units, such as those with power-armor, are resistant to normal bullet attacks and can only be harmed by impact damage. On such units, the above symbol is present and followed by a number representing the number of points of impact damage it may receive before being destroyed.

Superpanzers

The Superpanzers, or Super Tanks, of World War Awesome! are massive tanks capable of carrying entire squads of troops, in addition to the tank's crew. Controlled via radio by massive Command Zeppelins above the battlefield, Superpanzers are the centerpieces of all modernized fighting forces. **When an army's Superpanzer is destroyed, they lose.**

Gameplay Representation

As Superpanzers are small enough to move around on the battlefield, yet large enough to be fought inside of, they are represented by both a scale model on the battlefield and an equally sized board to the side of the battlefield map. Each tank has a unique layout with weapons, abilities, and weaknesses that can be exploited to destroy the tank.

Commanding a Superpanzer

During the Tank-Ops Planning Phase, each player enters in a speed (number of spaces to move), heading (turn left, go forward, turn right), main gun target (a hex on the battlefield), and a firing order (to fire or not, specifics depend on the tank model). At the end of the turn, the tank's orders are carried out (see basic rules). If an army's Tank Movement Transceiver is jammed at the end of the turn, the tank cannot move (see Frequency Domain rules). Likewise, if the Tank Fire Control Transceiver is jammed at the end of the turn, it cannot move its gun or fire.

Units may fire secondary mounted weapons on a tank even if its Fire Control Transceiver is jammed.

If a Superpanzer's orders cause it to drive over a unit, that unit is instantly killed as the tank is moved. If a Superpanzer collides with a wall or another Superpanzer, its movement is stopped.

Things found in Superpanzers

Superpanzer boards are much like the regular battlefield – they are broken into hexes that units may move across in the same fashion as when they are on the battlefield. However, Superpanzers contain special kinds of spaces that enable units to interact with the tank.

- Doors: Units may enter and leave tanks through doors, which should be placed on an edge of the tank. Units may typically fire at targets outside of the tank only when standing on door spaces; likewise, they may be fired at from the outside when standing in these locations. Note that some tanks have shields, which prevent units and fire from weapons from entering the tank. Shields are destroyed by damaging the tank from the outside.
- Weapon Ports: Units may shoot small arms out of weapon ports when standing on weapon port spaces. These locations generally protect the units from external fire.
- Mounted Weapons: Some tanks come with mounted secondary weapons, which may be fired by units standing inside the tank. Using a mounted weapon counts as the unit's action for the turn; thus, a unit may not fire both its personal weapon and a mounted tank weapon in the same turn. Some tanks start the game with engineers, who may be able to fire these mounted weapons.
- Internal Components: To destroy a tank, it is often necessary to sabotage some sort of device, such as a reactor, from the inside. Internal components are a general class of tank spaces that, when a unit is standing on, allow the unit an action that will enable them to destroy the tank. An example of this would be a reactor with cores on each side of the tank. When a unit stands by a reactor core, they are given a "Sabotage" action that, when used at each reactor core in the same turn, causes the tank to explode violently.
- Uplink Connection: Allows a hacker to connect to the Frequency Domain.

Support Tanks

Most Superpanzers fight alongside smaller support tanks, which enter battle at the beginning of the game. Support tanks are moved just like normal units during the Main Phase and follow all unit rules, with the exception of that they cannot be run over by the enemy Superpanzer; instead, they are pushed.
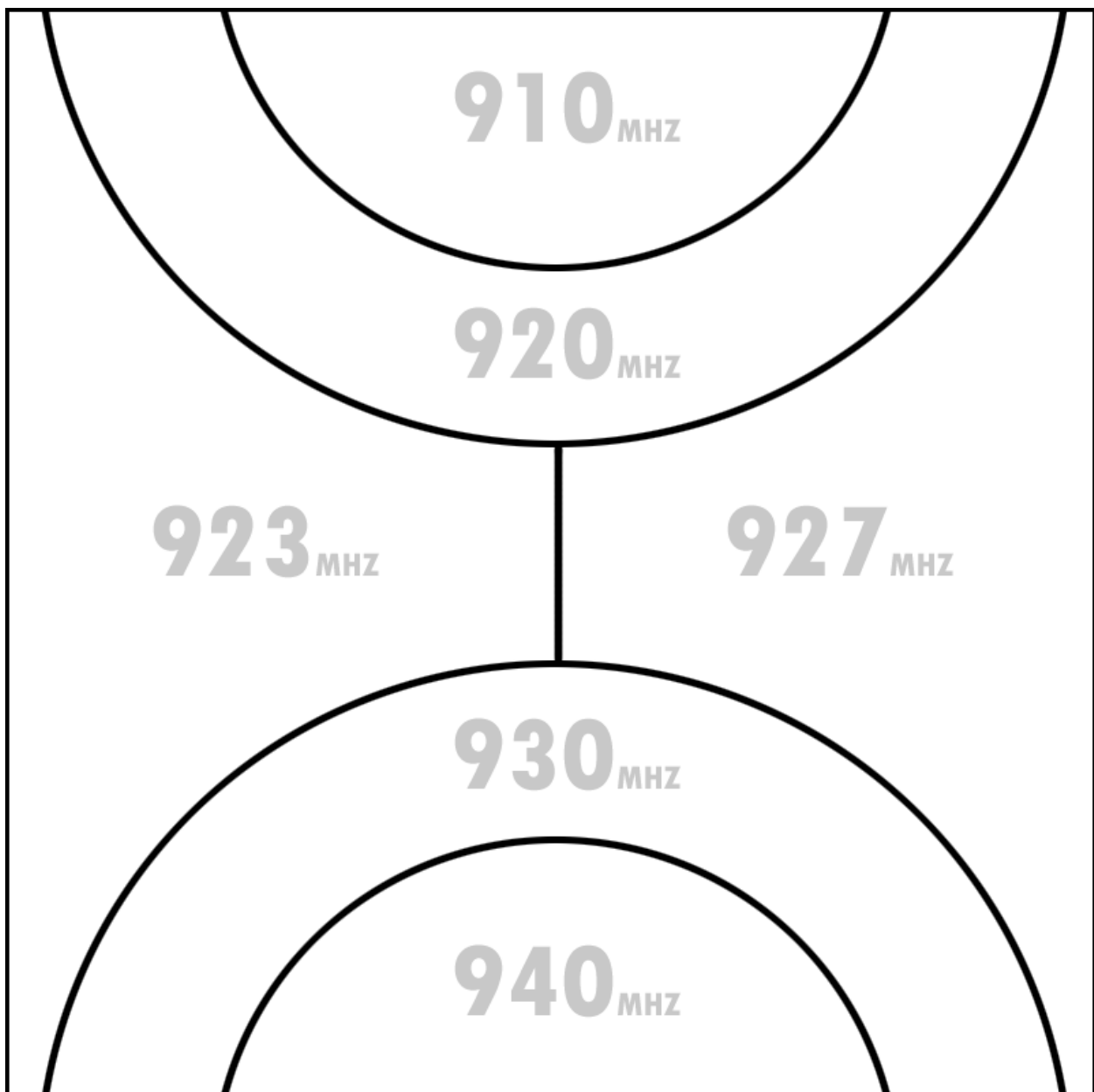
Frequency Domain

In the frequency domain, players battle for control of the radio frequencies on which tanks and other devices are operated and controlled. By jamming or disabling a tank's communication devices, abilities such as movement and firing of the tank may be disabled.

The Frequency Board

The frequency domain board is much smaller than the main play area, and has no hexes. Instead, lines divide the board into frequency regions; unlike on the main board, multiple units may occupy the same frequency region. An adjacent frequency region is considered to be one hop away, a measurement that can be expanded to calculate the minimum number of frequency hops to get from one frequency to another.

An example frequency board is presented below:

Basic Rules

Each device that can be played into the frequency domain has a control value and a list of actions that it can perform. Similar to units, devices are given an action token at the beginning of every round. However, unlike units, devices do not move; instead, devices only perform actions, and can only perform one per round. Not all devices are completely immobile, though, as some actions, such as Frequency Switch, allow for devices to move to different frequencies.
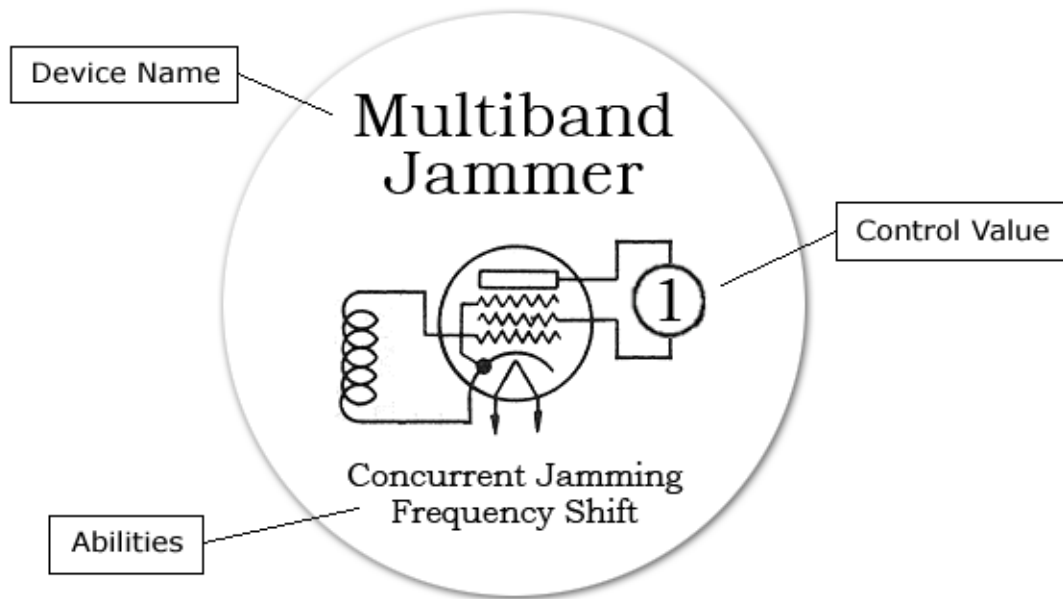
Each device has a control value, which contributes to a player's control over a frequency. **A device may only be deployed to a frequency where you have greater or equal total control value.**

Device Abilities

Frequency Shift

The Frequency Shift ability allows a device to move to an adjacent frequency provided the player controlling the device also controls (greater or equal total control value) the adjacent frequency.

Frequency Hop

The Frequency Shift ability allows a device to move to a frequency two hops away provided the player controlling the device also controls (greater or equal total control value) the target destination frequency.

Concurrent Jamming

When the Concurrent Jamming ability is used, a jamming token is placed into the frequency of the jamming device. While a frequency is jammed, the control value of all devices within that frequency is reduced to zero. Additionally, devices on jammed frequencies may not use their abilities, with the exception of the jamming device's ability to cease jamming the frequency. If a hacker's presence is ever in a jammed frequency, the hacker is disconnected from the Frequency Domain.

Adjacent Jamming

Adjacent Jamming is similar to Concurrent Jamming, but jams a frequency adjacent to that of the jamming device, as opposed to the frequency that the jamming device lies on.

Basic Encryption

Basic Encryption is an ability that, when used, allows a player to mask the identity of another device. To encrypt a device, pick another device on the same frequency as the device with the Basic Encryption ability. Then cover both devices with matching encryption cups. While encrypted, devices have a zero control value. An encrypted device's encryption cup is removed when it is jammed, along with any other devices encrypted with matching encryption cups.

Advanced Encryption

Advanced Encryption is similar to Basic Encryption, but encrypts three devices instead of two.

Sabotage

Sabotage, an ability used by hackers, can be used to destroy any unshielded device on the same frequency as the hacker's presence. Shielded devices can be recognized by a shield symbol in the design. If an encrypted device is sabotaged, remove its encryption cup and any other matching encryption cups.

Feedback Loop

Feedback Loop is a passive ability — it cannot be used. If a device with Feedback Loop is sabotaged, the sabotaging hacker is also destroyed, along with the sabotaged device and the hacker's presence.