

# The War of the WORLDS



**(1.0) BACKGROUND**

Mars was dying — suffocating in its endless seas of red dust. The once-mighty civilization had fallen into a racial depression. Doom was inevitable. Nothing could be done to stop it; nothing would be done to hurry it.

Then there arose a new party in the almost functionless central government. They were a few young Martians with an idea, and there were thousands of Martians that would follow what appeared to be the only chance for racial survival. The new party proposed that the nearest planet, Earth, be invaded and conquered.

The plan was totally radical from the Martian point of view. The Martians had never even considered leaving their world. There had never been anything approaching a Martian "space program." When the plan to invade Earth was first proposed, not one single Martian knew how they would reach Earth, and few had any idea what they would find there. While research began on a mode of transportation and development began on the war machines that would be taken (it was known that the Earth was inhabited), telescopes unused in generations were turned towards the Earth.

The studying continued for almost a Martian decade before it was announced that a mode of transportation was available. The studies had covered Human technology and geography thoroughly but had concentrated on the political situation. This research proved to be the most difficult to obtain and the most valuable to possess.

The transportation system was extremely limited. The one launcher that would be available when the orbits next converged could fire less than a dozen Cylinders, each containing only three Tripods, before it burned out and had to be rebuilt. A dozen launchers would be available a few months later, and within a year two hundred would be ready for use. But by then the orbits would start to diverge.

It took no great powers of military planning (which was just as well since the Martians had not fought a war in a millenium) to determine that the first wave of the invasion would have to be sent from the single launcher. There was not time to wait even the few months it would take for more launchers.

The Martians reasoned that the most powerful and advanced countries (meaning Europe) would have to be attacked first. With those countries subjugated, the rest of the world would collapse into savagry and could be easily conquered. The Martians judged (all too correctly) that European and North American military and economic power was all that had brought and kept the rest of the world out of barbarism. To conquer the more backwards areas first would be easier but would give the Europeans time to react and plan a defense.

This theory tied in well with the second axiom of the Martian planning: the first wave would have to land on an island. Only on an island would the few desperately outnumbered Martians be able to hold out until reinforcements arrived. England seemed perfect. The most powerful nation in the world, destruction of the home islands would cause the British Empire to collapse and fragment. It was even likely that other European countries would waste their efforts seizing England's colonies instead of trying to destroy the Martians.

That much decided, a plan had to be devised for the conquest of England, London, the capital and largest city, was deemed to be the key. Destruction of London would be a shock to the entire world as well as destroying the very ability of the British government to govern the British Isles or the Empire. The Human population of the Earth was deemed to be unnecessary and undesirable (except for a few million slaves). The destruction of London would provide the model for the destruction of the Human race. Drive the people into the countryside and they will starve to death from the lack of any system to transport and distribute the food produced by the agricultural areas. In the Martian plan, more Humans would die from starvation than from heat rays and gas.

The stage was set, and at the appointed time, the first Cylinders were sent on their way. The Martians knew, from their long studies, how the Humans would fight and which types of Human units would be the most effective against the Tripods. The Humans did not even know that the Martians were coming, let alone how they would fight, or how to fight them. It was to prove a crucial, though not decisive, advantage.

**(2.0) INTRODUCTION**

*THE WAR OF THE WORLDS* is a two Player game. One Player controls the Martian forces and attempts to attack and destroy the city of London. He is referred to as the Martian Player. The other Player controls the Human forces and attempts to destroy the Martians and protect London. He is referred to as the Human Player. It should be noted that the Human units are entirely British. No foreign troops participated in the campaign. However, the designation "Human" is used

extensively since the Martians were at war, literally, with the entire Human race.

**(2.1) THE RULES**

The Rules of Play explain how the game is set up, played, and won. The rules have been cross-referenced by rule number to assist Players in locating rules. It is suggested that Players read the rules twice: the first time ignoring the cross references (but certain that the vague terms will be explained later), and a second time, checking each cross-reference as it is found.

The HUMAN ATTACK TABLES are used to determine the outcome of attacks by Human units. However, only one HUMAN ATTACK TABLE is used during the course of the game (see (2.5) and (5.4)). The HUMAN DEPLOYMENT CHARTS are used by the Human Player to determine the arrival hexes (6.5) of his reinforcements. (These are also called Depot hexes.) Only one chart is used during a single game. The MARTIAN ATTACK TABLE is used to determine the outcome of attacks by the Martian Player (see (7.3)).

The rules have been written in the order in which they will be used by the Players. (For example, the first thing done each turn is for a Martian Cylinder to land, and the rules for this are presented first, after the general rules.) Players new to the hobby will find these rules somewhat less mysterious than the rules of other games they may have encountered. Players with considerable experience in gaming will have to bear with the lack of the familiar jargon.

**(2.2) PARTS INVENTORY**

The Players should take inventory of the items required to play the game. One complete copy of *THE WAR OF THE WORLDS* should include the following:

- 1 mapsheet
- 2 sheets of die cut playing pieces (total 216)
- 1 set of Rules of Play
- 1 set of HUMAN ATTACK TABLES
- 1 set of HUMAN DEPLOYMENT CHARTS
- 1 MARTIAN ATTACK TABLE
- 3 six-sided dice

**(2.3) THE MAPSHEET**

The mapsheet portrays the area in and around the city of London in the year 1898. A hexagonal grid has been overlaid on the map, dividing it into numerous small areas known as "hexes." These hexes are used to regularize the position and movement of the playing pieces. Various types of terrain have been indicated on the mapsheet by the use of colors and symbols (2.72). The mapsheet may be backfolded against the creases to help it lay flat.

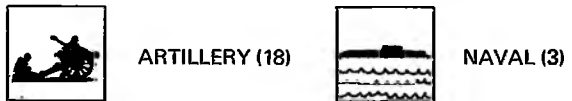
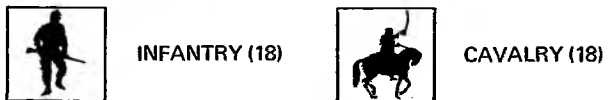
**(2.4) THE PLAYING PIECES**

The die cut playing pieces are of two types — "units" and "markers." "Units" represent the military forces of the two Players. These include Martian Tripods and Cylinders, and Human (British) Infantry, Cavalry, Artillery, and Naval units. "Markers" are used to mark destroyed city and railroad hexes. Either type may be referred to as a "counter" or "playing piece."

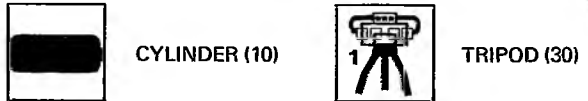
The Martian Player maneuvers the Martian units, and the Human Player maneuvers the Human units.

**(2.41) ILLUSTRATIONS OF UNIT TYPES:**

**HUMAN UNITS:**



**MARTIAN UNITS:**



**MARKERS:**



Note: The number shown in parenthesis is the number of counters of this type included in the game.

# THE MARTIANS ARRIVE...

**"The shell burst clean in the face of the Thing. The hood bulged, flashed, was whirled off in a dozen tattered fragments of red flesh and glittering metal."**

— H.G. Wells, *THE WAR OF THE WORLDS*

**THE WAR OF THE WORLDS** recreates the life and death struggle between the martians and humans as depicted by H.G. Wells in his classic novel. Unlike the book, however, in the game the humans have a good chance of defeating the martians militarily.

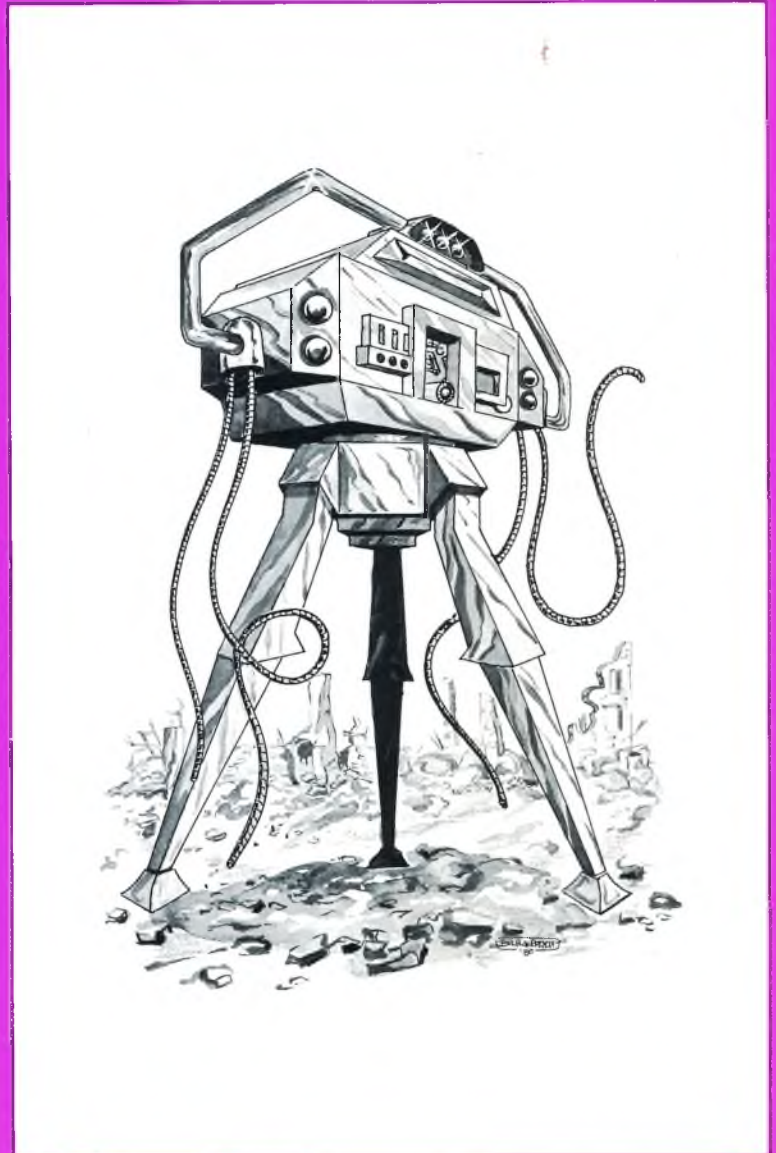
The human player must initially attempt to stall the martian advance and conserve his units. At the same time he must commit his units to combat to determine which units will be the most effective against the martians.

The martian player must eliminate as many human units as quickly as possible while at the same time attempt to destroy the city of London and demoralize the population.

In this game you get:

- Over 200 full thick die-cut playing pieces representing human infantry, cavalry, artillery and naval units; and martian cylinders and tripod machines.
- A 20x24 inch full color playing map of the battle area in and around London.
- Complete rules of play.
- Game charts and combat tables.

**THE WAR OF THE WORLDS** is a two player game depicting the martian invasion of earth and the humans' desperation struggle to save mankind from total destruction.



## THE WAR OF THE WORLDS

- Playing time: One to two hours
- Complexity level: Fairly easy to moderate
- Designer: Allen D. Eldridge

