

WORLD at WAR

Munich War: World War II in Europe 1938



#74: MUNICH WAR 1938

Munich War 1938 is a two player operational level simulation of a hypothetical World War II in Europe that began in the fall of 1938. The assumption is that the British and French governments did not back down at the September 1938 Munich conference when Hitler demanded the Sudetenland from Czechoslovakia and instead went to war with the Third Reich. The ensuing conflict finds the powers partially prepared for war. The objective is for each alliance to seize a position from which it can then dominate Europe in the ensuing war. In **Munich War** one player commands the Axis, controlling Germany and the countries aligned with Berlin. The other is the Allied player, who controls the anti-German forces. Each hex on the map represents 65 kilometers or 40 miles. Units are at the corps and army level. Each game turn represents one week of operations with the game covering the first two months of the war.

Target Market

- WWII history buffs

Up-Sells & Cross-Sells

- Spanish Civil War Battles (WW #62)
- Great Pacific War (WW #70)
- Shanghai Incident (DG Folio Series)

Selling Points

- Easy to play system
- Great Value (boxed version would be \$60 or more)

Stock no

- WW74

MSRP

- \$39.99

UPC Code

- 0092810301010

Contents

- One 22 x 34 inch map
- 176 counters
- Magazine with historical background



Place your order today while supplies last!