

# WORLD WAR THREE: The 1962 Scenario

by Eric F. Griffiths

*World War Three* is one of the finer games to come along in recent months. Not only is the game quite playable and enjoyable, it also allows your average wargamer to vent his innermost megalomaniacal frustrations in an attempt to "conquer the world". Not only that, but the number of scenarios that can be added to those presented in the game are limited only by the individual's imagination and, in some cases, the willingness to do a little research. For example, how many of you out there begin to salivate profusely when you contemplate what would have happened if Georgie Patton had been given the reins in 1945 to deal a death-blow to those cursed Commies? Or how about a planetary invasion scenario for all you Sci-Fi freaks?

Well, anyway, the topic of this article (as the title may indicate) is neither a 1945 American-Soviet confrontation, nor a vehicle for converting H. G. Wells' *War of the Worlds* into a game. The purpose is, rather, to introduce a scenario (replete with historical justification) of the possibility of the Cuban Missile Crisis having developed into a conventional world war. The cynics among you can feel free to call this the John F. Kennedy "Oops-I-Goofed" scenario.

In the Fall of 1962, various United States intelligence agencies became aware of the somewhat alarming fact that Soviet technicians on the Caribbean Island nation of Cuba were involved in something more than experimenting with new and better ways to harvest sugarcane. These technicians (originally estimated, in number, at 3,000 to 5,000) were assumed to be installing defensive missile sites (for surface-to-air missiles). From a variety of sources, among them photographs from U.S. Air Force U2 surveillance aircraft, it became apparent that the Soviet technicians were installing six IRBM sites within targeting range (some 1,000 miles) of several United States cities, military targets, and whatnot.

Nikita Sergeyevich Khrushchev, then Premier of the Soviet Union, maintained that his technicians were not installing offensive missiles, but were, rather, just giving the Cubans the same type of defensive missiles that had already been installed in Iraq and Indonesia. Oddly enough, very few people believed him.

John Fitzgerald Kennedy, then President of the United States, found himself faced with the problem of how to cope with what was, undeniably, a form of Soviet aggression.

[Very few people seem to recall that Soviet IRBM's in Cuba would serve the same function, for the Soviets, as the American Jupiter sites already extant in Turkey. Oh, well.]

Kennedy decided to demonstrate what has been called commitment and determination. He did, in essence, nothing. Oh, yes, 14,000 reservists were called up, and five army divisions were rushed to Florida, and U.S. Armed Forces the world over were put on alert, but, so what? Did Kennedy invade Cuba? No (that had been tried). Did he launch a surgical airstrike? Again, no. Kennedy, instead of initiating military action, opted for a blockade of Cuba, thereby throwing the onus of what would happen back to Khrushchev. Therefore, the fate of the world, instead of depending on Kennedy's actions, hung on how Khrushchev, who was committed to Cuba's cause, would respond. Now, wasn't that bright? In event of nuclear war, Kennedy would be able to blame it all on Khrushchev — that is, if anyone would be left around to listen.

Khrushchev had several viable options open to him. At the extreme end of the spectrum, he could very well have said "phooey" and brought about Armageddon. Actually, that would have solved everybody's problems, but, as there could be no "winner" of the political situation in event of extermination of the human race, Khrushchev wisely avoided pushing the proverbial button.

Drifting gradually to the other end of the spectrum, Khrushchev might have tried to have his ships run the American blockade, so construction of the missile sites could continue. However, as the American Navy and Air Force had virtually uncontested reign over the area in question, the success of such an operation would probably be minimal.

Another popularly bandied theme is that Khrushchev might have launched unrestricted submarine warfare with the few Russian subs there were in the area. However, since the exact location of every Soviet submarine was known (in the Caribbean), their life expectancy would have been distressingly short.

All of the above mentioned possibilities were, in one way or another, unacceptable. Khrushchev chose to stall, and eventually back down, with a considerable loss of face, especially among his Chinese allies. The rest is history.

Viewing the Cuban Missile Crisis as a simulation game, the Russians "lost". The question then arises as to what might Khrushchev done to "win". As I see it, there were two avenues of recourse open that might possibly have brought about "victory". The first of these would have been to bring about still another crisis — say, in Berlin — that would have returned the ball to Kennedy. In all probability, war would have broken out, which would, figuratively, take us to the *World War Three* board. Or, Khrushchev could have forgotten about the foreplay (so to speak) and launched his armies to war. Which, once again, leads us to the *World War Three* board. Hopefully, for all concerned, such an action would not escalate into a nuclear exchange. Should the war remain conventional, the Russians should at least have an even chance to attain "victory".

The following rule changes, rule additions, OB and whatnot are an attempt to graphically illustrate what might have happened if Khrushchev had chosen the conventional war solution as a way out of diplomatic pickle.

## RULE CHANGES

The following rule changes better define the military-political situation as it existed in October, 1962.

[9.13] (Addition) Warsaw Pact self-defense units may never *voluntarily* leave Eastern Europe. However, if forced to retreat as a result of combat into the Soviet Union, a die is rolled to determine their status. Should a "one" or a "two" be rolled, the self-defense units may, from that point on, operate in the Soviet Union. If a "three", "four", "five", or "six" is rolled, the self-defense unit is eliminated. Yugoslavian self-defense units may never voluntarily leave Yugoslavia. Yet, should they be forced to retreat due to combat into Eastern Europe, they may then operate in Eastern Europe *and* the Soviet Union.

[21.11] (Change) The Suez Canal is only open to the Western Alliance on the first turn. After the first turn, it is closed to Western Alliance naval units unless, of course, it is captured by Western Alliance land units. (Remember, Nasser is in charge.) (See also 21.62).

[21.12] (Change) All East Bloc Coalition attacks, both naval and land, are doubled for the first two Game-Turns, and normal for all Game-Turns thereafter. This multiple is to be applied after all other modifications, rounding fractions up.

[21.13] (Change) All East Bloc Coalition units are doubled for the first two Game-Turns for purposes of defense.

[21.4] (Change) Yugoslavia begins the game as a member of the East Bloc Coalition; Soviet units may thereby enter Yugoslavia on Game-Turn One.

[21.51] (Change) Western Alliance forces may invade neutral nations that possess land forces, *except Sweden*.

[21.53] (Addition) Should a neutral nation be invaded by Western Alliance forces, it immediately becomes a member of the East Bloc Coalition.

#### NEW RULES

(1) Do not use any Optional Rules.

(2) Consider hex 1835 East Pakistan (it wasn't Bangladesh then). East Pakistan is considered part of Pakistan for all purposes.

(3) "Armageddon Confrontation"

(A.) Under certain conditions, there is a possibility of total nuclear war breaking out (see section 23.3 for conditions under which total nuclear war will occur). Should full nuclear war break out, the game is over, with neither side being the victor.

(B.) Players are provided with a set of chits numbered "1" through "9". Ignore them. Should a situation occur where, in the regular *World War Three*, the drawing of chits would occur, don't bother. As far as things go, the nuclear nations were apparently much more willing to resort to total nuclear war, as appalling as that may seem. Also, remember that this is before the days of the "Hotline". In event of, say, the "Conventional Strike", as outlined in section 23.34 of the rules booklet, nobody would have known whether the cargo was nuclear or conventional; I seriously doubt if anyone would have waited to see if a mushroom cloud would appear over the target to launch a retaliatory strike. (In these pre-Hotline days, what with the necessity of coding and decoding messages, an ICBM would have crossed the Atlantic in one tenth of the time it took for Krushchev to get in touch with Kennedy, or vice-versa).

(C.) If, for *any reason whatsoever*, a Player wants to end the world by nuclear strike, he may feel free to do so — just douse the game in gasoline and apply lit match.

By the by, I don't recommend using any of these "Armageddon" options. They tend to make the game quite short.

(4) As this is before the Sino-Soviet rift, China begins the game as a member of the East Bloc Coalition.

(5) All *Russian* land units are doubled in Defense Strength when in the Soviet Union. (Note: this may not be used in conjunction with rule 21.13).

(6) India begins the game as a member of the Western Alliance; they actually went to war with the Chinese on October 20th, 1962 in a border quarrel. As China is a member of the

East Bloc Coalition, it would hardly have been likely for India to remain neutral in event of a world war.

#### ORDERS OF BATTLE AND DEPLOYMENT

##### WESTERN ALLIANCE LAND FORCES:

*United States*: One 1 each in 1702, 2207, 2009, and 1911; one 2 in 2040; one 3 in 2324.

*South America*: One (1) each in 1316, 1017, 0513, and 0515.

*Norway*: One (1) each in 2926, 2623.

*Spain*: One (2) in 2222.

*Greece*: One (1) in 2126.

*Turkey*: One (1) each in 2127, 2128.

*Iran*: One (1) each in 2030, 1930.

*Taiwan*: One (2) in 2040.

*South Korea*: One (2) in 2040.

*Japan*: One (1) each in 2242 and 2041.

*Australia*: One (1) in 0642.

*South Africa*: One (1) in 0626.

*NATO*: One 6 in 2424; one 5 in 2324; one 2 in 2224.

*Israel*: One (1) in 1928.

*India*: One (1) each in 1936, 1735, and 1932; one 1 in 1936.

##### WESTERN ALLIANCE NAVAL FORCES:

Two SSN in 2113.

One Surf-A, two Surf-B in 1612 (on station).

One Surf-A, two Surf-B, and one SS in 2323.

One Surf-A and two Surf-B in 2423.

Four Surf-B and two SS in 2422.

Two Surf-A, five Surf-B, one SS, one ASW and one CD in 2125.

One Surf-A and one Surf-B in 1612 (on station).

One Surf-A and two Surf-B in 1713 (on station).

One Surf-A, two Surf-B and one SS in 1702.

Two Surf-A, one Surf-B, and two SS in 1639.

Two CD in 2524.

One CD each in 2126 and 2022.

One Amph each in 1911, 1702, and 2006.

One Surf-B each in 0642, 2242, 2142, and 2041.

One ASW each in 2721, 2824, 2022, 1619, 2522, and 2142.

One MS each in 2214, 2003, 2321, 1713, 2125, 1436, 1639, and 2044.

Two MS each in 2221, 1521, 0824, 1028, 1731, 1732, and 2113.

Four MS each in 2323 and 2006.

When using the "Armageddon Confrontation" rules, add the following:

One pint gasoline (if possible, make it from Venezuela).

One flame source.

##### EAST BLOC COALITION LAND FORCES:

*USSR*: One 1 in 2827; one 2 each in 2427, 2228, and 2131; one 3 in 2226; one 4 in 2240; one 6 in 2425; one 10 in 2327.

*China*: One (1) each in 2339, 2340, 2238, 2139, 2039, 1939, 1838, 2035, and 1937; one 1 each in 2239 and 2035; one 2 in 2036.

*Warsaw Pact*: One (1) each in 2425, 2325, and 2246.

*Cuba*: One (1) in 1712.

*Yugoslavia*: One (3) in 2225.

*Egypt*: One (1) in 1927.

*North Vietnam*: One (2) in 1738.\$

*North Korea*: One (2) in 2140; one 1 in 2140.

##### EAST BLOC COALITION NAVAL FORCES:

One CD; 2 ASW; 1 SSN; 6 SS; and 2 Surf-B in 2827.

Seven CD; one ASW; two SS; two Surf-B in 2526.

Three CD; one ASW; two SS; two Surf-B; and one Amph in 2227.

One ASW; two SS; two Surf-B; and one CD in 2240.

One MS each in 2227 and 2240.

When using the "Armageddon Confrontation" rules, add the following:

One pint gasoline (make it Middle Eastern if you can).

One flame source.

##### NEUTRAL COUNTRIES LAND FORCES:

*Sweden*: One (1) each in 2825 and 2624; one 1 in 2525.

*Iraq*: One (1) in 1929.

*Syria*: One (1) in 2028.

*Pakistan* (East and West): One (1) each in 1932, 1832, and 1835.

*South Vietnam*: One (1) in 1538.

##### VICTORY CONDITIONS

Victory Conditions are the same as in the Standard Scenario, with the following exception: The United States gets one Victory Point for taking over Cuba.

##### VICTORY CONDITION VARIANT

As this was before America's military/morale fiber was sapped by the travesty in Vietnam, assume total gung-ho attitude on the part of the American military; in order to for the Western Alliance to win, they must take and hold Moscow (hex 2427) by the end of the game.

**GAME LENGTH:** Twenty Game-Turns.

##### RECOMMENDED PRODUCTION

###### CHART:

Unit	New Build		Re-Build	
	Cost	Time	Cost	Time
1 Surf-A	7	10	5	9
1 Surf-B	4	7	3	6
un-Depletion	•	•	1	2
1 SSN	6	7	5	6
1 SS	3	6	2	4
1 ASW	3	3	2	2
1 CD	4	4	2	3
1 Amph	4	4	3	3
1 MS	2	3	1	2
1 Land Str. Pt.	4	3	3	2
1 Self Def Str. Pt.	2	2	2	1
1 Supply or Port	1	1	•	•
1 Indus. Hex	25	10	15	4