Warplanner
v3.1451 1920

What is Warplanner?

Warplanner is a tool that will help to play GMT's World War II strategy game - "*A World At War*" online. You can play solo or against one or more opponents. When playing against opponents, you can play "live" so that all playing can see the moves on the map in real time.

Warplanner does NOT have AI that lets you play against it, or that makes decisions for you. You still need to know the rules for "A World at War". In most cases, Warplanner does not let you know if you make an illegal, must less a bad move. Warplanner is like a trusting opponent - It assumes that you know what you are doing.

Contents

How to Register:

The URL for Warplanner is: https://www.warplanner.com
Your initial visit to the Warplanner site will require you to register.

Once you register you will come to an initial page with no new games.

Explanation of the Main Page

Once you start playing a few games, you will see a list of the games you currently are playing every time you login to Warplanner. The initial screen you go into is the screen for the "Games" button.

Games	Account	New Game					
■ Archived ■ Others							Upload
My game	(auto saved)	1939 Axis Fall	Air staging	12-20-2020 11:21 AM	(local)		delete
My game	Philip L	1939 Axis Fall	Air staging	12-20-2020 03:42 PM		history	archive
Test Game 2	Philip L	1940 Allies Spring	Air staging	12-19-2020 04:02 PM		history	archive
My game 3	Philip L	1940 Axis Spring	Air staging	12-15-2020 04:15 PM		history	archive
learning ...	Tiffani D	1940 Allies Summer	Air staging	12-14-2020 09:41 AM		history	archive
Coral Sea	Philip L	1941 Axis Fall	Air staging	10-19-2020 03:27 PM		history	archive
							Connected

Your initial view is all of your current games. Clicking the "Archived" box shows any game that you have archived.

Clicking the "Others" box you can see any game that is currently being played on Warplanner. If there is a game that is of particular interest to you, click "Follow" and that game will appear along with your own games. This lets you keep up on the games you want to track, without wading through other games that you don't wish to see.

In the dialog box you can:
- Open any of your current games by clicking the button with the game name.
- Clicking the "Upload" button you can upload a game file that was previously saved by yourself or another user.
- Clicking the "history" button for any game allows you to see every stage that the game was saved. By clicking on each stage of the game name it will take you to the exact time/year/phase that the game was saved. Additionally you can download that specific stage to save separately. However, be careful when bringing up an old copy. If you save that copy it will overwrite the "current" game.

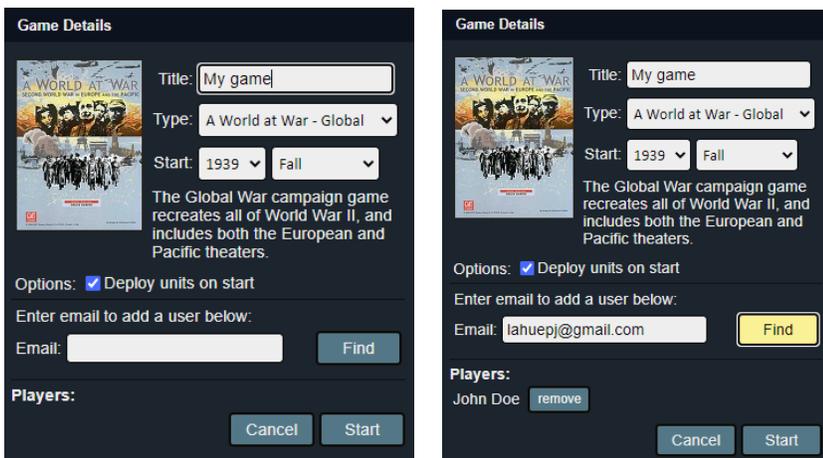| Games	Account	New Game				
The most recent turns for this game are listed below.						Return
My game 3	Philip Lahue	1940 Axis Spring	Air staging	12-15-2020 04:15 PM	download
My game 3	Philip Lahue	1939 Allies Winter	Air staging	12-07-2020 05:26 PM	download
My game 3	Philip Lahue	1939 Axis Winter	Air staging	12-05-2020 06:00 PM	download
My game 3	Philip Lahue	1939 Axis Fall	Sea supply	12-04-2020 04:46 PM	download
My game 3	Philip Lahue	1939 Axis Fall	Air staging	11-21-2020 03:20 PM	download

- Clicking the "archive" button will take the game off this list. A dialog box will pop up for you to confirm.

Clicking the Account button on the main page will take you to your account information.
In this dialog box you can change some basic information, as well as reset your password.

Clicking the "New Game" button will bring up a dialog box where you can set the parameters for the game you want to create:

- **Title:** This is the name used to identify the game (it will default to "My Game").
- **Type:** This is the specific game that you want to play. You have the option of playing the full global war scenario, either Europe or Pacific only versions, or other variants (more will be added as time goes on).
- **Start:** This is the year/season where you want the game to start.
- **Deploy units on start box:** This will give you a default setup for your game. Otherwise you will need to set the units up yourself.
- **Email:** This allows you to invite other players to the game you are creating. For every person that you want to invite put their email into the box and hit the 'find' button.   Once added they will show up under the "Players" list.

Once all of that is set, hit the "Start" button.

Initial Look at the Map

After you create your new game you come up into the **A World at War** map.
In the following image, the areas of interest are outlined in **red**:

1. In the upper left hand corner the current year, player turn, and season are shown.
2. In the upper right hand corner the phase of the current turn is shown. Each turn starts at "Air Staging" and follows the sequence of play until the end of the current player's turn (which is shown as "End"). You can change to an earlier or later phase clicking on the arrows to the left and right of the phase name; clicking on the far right arrow takes you to the end of the player turn. When you go past the "End" of the Allied player turn, you move to the next game turn. When both theaters are being played, it is common to complete some or all of a player turn in one theater, then go back to the start of the turn in the other theater. As long as the position is saved at each stage, this works fine.
3. In the upper middle of the map is a pull down map that represents your current theater (Europe or Pacific). Clicking on this pull down map allows you to quickly navigate the main map to anywhere in the theater. You can 'Pin' the small map in place by clicking on the pin in the upper right corner of the small map.
4. On the left side of the map are the menu buttons that help you to drive your game.   These are discussed in more detail below.
5. In the upper right corner of the map is the "LIVE" button, which allows "live" play online. This will also be explained in more detail later.

6. In the lower right corner of the map the +/- buttons allows the players to zoom in/out of the map, while preserving a high resolution level.
7. Lastly, when your cursor is moved over a hex, an image of the hex and the units in it are shown on the right side of the screen, while the information about the hex is shown in the bottom left of the screen (who controls, any cities or terrain features in the hex, and the alpha-numeric identification of the hex).

Menu Buttons

 - The **"New Game"** button will take you back to the front end Warplanner panel without saving your game position.

 - The **"Save Game"** button. Clicking on it will bring up a new panel:

- **Update:** This allows the players to change the name of their game.
- **Download:** This will save a copy of the current game to your computer (Default name - "turnfile.wp3").
- **Edit Players:** This function allows you to add a player to the game. The user must be a registered user of Warplanner to play.
- **Save:** This saves the game to the Warplanner database. Adding a comment in the "text" box a alerts the other players that the game was saved.
- **Close:** This closes the Save Game panel.
- **Planning:** Clicking this box saves a copy of the game for the specific faction that the saving person belongs too (ie. Either Axis or Allies). The purpose is to do planning among the faction. In the main page the planning game shows up tied to the main game, but can only be seen and accessed by those in the faction. The example below shows the Axis saved a Planning game called "Axis Planning Game".

 - The **"Switch Theaters"** button allows the players to toggle between the European and Pacific theaters.

 - The **"Die Roller"** button brings up a panel where you can roll the dice. Die rolls are recorded and cannot be rescinded once they are made.

Before making a die roll, the parameters of the roll(s) must be set:

- **Roll Title:** The title will default to the current year/phase, but it can be changed to something more descriptive (for example, "Axis research rolls").
- **Sides/die:** This indicates the number of sides on the die being rolled. This will always be "6" for *A World at War* die rolls.
- **Rolls/line:** This is the number of dice used for each die roll. For attritions and ground attacks, this will be set at "1"; for air combat, air defense and strategic warfare, this will be "2"; and for research rolls it will be "3".
- **# of lines:** This is the number of rolls being made, each of which will use the number of die indicated in the previous entry.
- **Total Rolls:** This is filled in automatically. It is the number of dice for each roll times the number of rolls, which equals the total number of dice being rolled.

History: The History button call up a panel showing all of the die rolls that have been made for the game, from the newest to the oldest. You can filter this by looking for the die rolls made by each player or by the comments put in for the die rolls. You search by hitting the "Refresh" button.

Copy Results: The "copy results" button allows players to copy the results to their compute clipboard, so that they can be easily sent to the other players.

 - Don't be misled by the German helmet image – this button leads to the force pools for all countries. The panel shows the units that aren't on the mapboard.
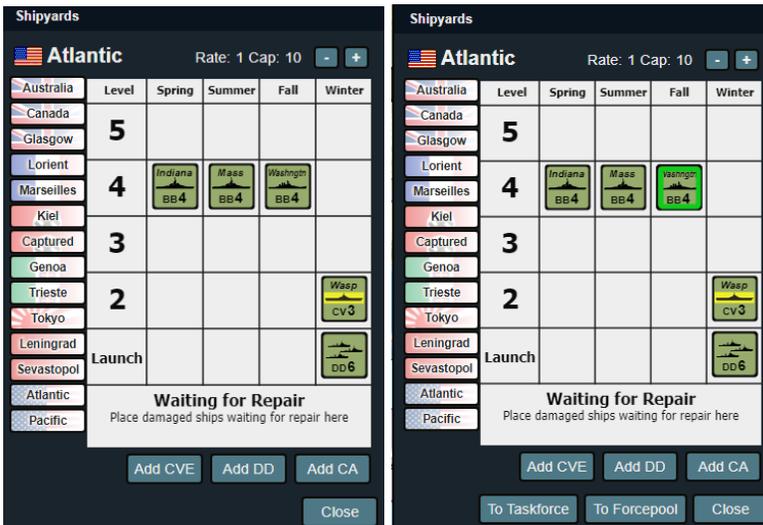
There are buttons for each major power. The country drop down menu allows the players to access minor countries as well.

The "drop down" menu in the upper right corner allows the players to filter their force pools.

When additional units come into play in certain scenarios, these units can be added to the relevant force pool at the appropriate time.

 - The **"Shipyards"** button brings up a panel showing the shipyards of each country:

This is an online version of the Naval Construction Charts used in face to face play.

- In the upper right hand corner of the panel the shipbuilding rate ("Rate") and shipyard capacity ("Cap") of the shipyard is shown. The shipbuilding rate can be adjusted as the game goes on. This automatically changes the shipyard capacity, which is twice the shipbuilding rate for the shipyard in question.
- In the image above, on the left is the panel that is displayed when you click on the Shipyard button.
- On the right the Washington has been highlighted by right clicking on it. It then can be advanced, accelerated, launched, or deferred. The right box above is with the added keys when you highlight any ship in the shipyard.
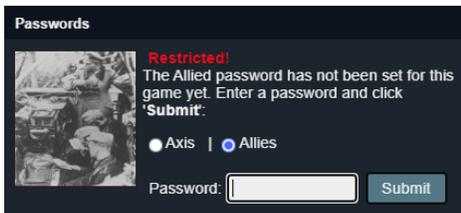
- By dragging/dropping it into the appropriate cell in the shipyard Ships may also be transferred directly from the shipyard to the Taskforce Panel or the Forcepool.
- The "Add CVE", "Add DD", and "Add CA" allows you to add these types of ships directly to the shipyard just by clicking on the appropriate button.

 - The **"Codebreaking"** button brings up a panel that allows the codebreaking Cards to be drawn. Once you click the "draw" button the cards for each alliance faction will pop up, although you will only be able to see your side's codebreaking cards. When the draw is made every person who is part of the game will get a note to their email indicating that fact.

As mentioned, the Codebreaking results are password protected so that the results will not be known to the oppoents.

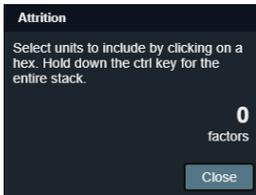 - The **"Task Forces"** button brings up a panel showing the task forces for each major power. Ships may be dragged and dropped within the panel or transferred to the mapboard. When ships are transferred from the force pool or shipyards to the Taskforce panel, they will show up under TF12.

Like the codebreaking panel, the taskforce panel is password protected. Each faction chooses a password.

- The **"Attrition Combat"** button brings up a panel that will help you to count the attrition factors on a specific front. As you click each unit/stack that you want to use for attrition, these factors will be added to the number of factors in the box and the unit/stack that you selected will be highlighted. To unhighlight the unit/stack just click on it again (as stated in the box, to highlight/unhighlight a stack use the CTRL key before selecting the stack).

 When you are finished with Attrition, close the box and all of the hignlighting of the selected units will disappear.

- The **"Diplomacy"** button does not conduct diplomacy – it only tracks results. The main effect of this is to set the hex control based on changes from diplomacy.   You can choose one of six major powers as "initiator".

There are a number of 'Actions' that each initiator can do with countries/ areas.
 "Activates as minor ally", "Activates as associate minor", "Gains hex control of", and "Conquers" change hex control in the selected country/area.
 The "Unassociates with" action will undo the control of the initiator. As with the above commands, you can change map color of control of the initiator manually.

The 'Conquers' option also eliminates any remaining units of the selected country. If the Conquer option is used when Germany conquers France, Warplanner helps guide the players through the French surrender protocols.
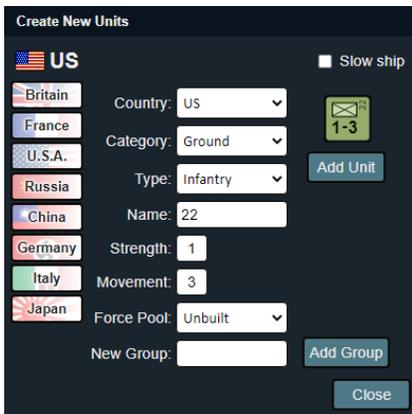Refer to the rules for "A World at War" on how to fill in the boxes for French Surrender.

- The **"New Unit"** button allows the players to create new units should they be needed. Any type of unit may be created, including ones that don't come with the game. The drop down lists are self-explanatory. The countries on the left of the panel are there for convenience, but the drop down list allows units to be created for any country. Two things to note are new units can be named (in the example, "22" was placed on the side of the unit) and players can create a new group as the unit's destination.

 - The **"Ships at Sea"** button shows all ships in play for the selected major power, whether they are in port or at sea, and whether they are in play individually, in stacks, or in TF's. The picture on the left shows all the British ships that are currently on the map across the globe.
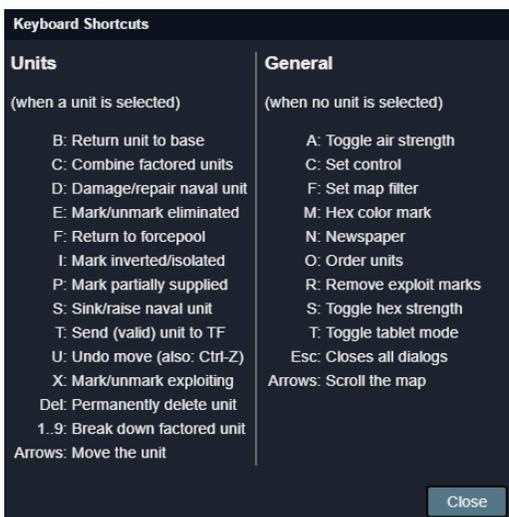

The picture on the right shows only those ships that are in play in Europe.

 - The **"Keyboard"** button brings up a box that shows the menu of current available keyboard shortcuts. These are very handy, and come in two caegories – **Units** and **General**.

Units: In order to perform a command on a unit you must highlight it by right clicking on it. You cannot perform operations on a "stack" of units unless otherwise noted.

A: This is a toggle switch that will display/hide the number of Air Factors in each hex.

B: This command will send a selected air unit back to the base it came from.

C: This command combines units like AAF, NAS, DDs, and CAs, that are stacked together and combines them into a single unit.

D: This is a toggle switch. Damaged/Undamaged

E: This is a toggle switch. Eliminated/Uneliminated. Eliminated units are returned to their force pool when the turn moves into the construction phase.

F: Returns a unit to its force pool.

I: This is a toggle switch. Isolated and/or not Isolated.

P: This is a toggle switch. Partially Supplied and/or fully Supplied.

S: This is a toggle switch. Sunk/Unsunk Naval Unit.

T: As marked, it sends appropriate units to the TF box.

U: Will undo the last move of the selected unit.

X: This is a toggle switch. Will mark the unit as exploiting/not exploiting.

Del: This permanently deletes a unit, taking it off the map without returning it to its force pool.
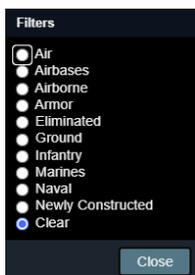
1..9: For units that can break down, select the unit and type a desired number, and the unit will be broken down accordingly. For example, if you want to use 3 AAF from a stack of 5 AAF, type "3" and the 5 AAF will be broken down into 3 AAF and 2 AAF counters.

General: The general keyboard commands are used for generic commands that will set the effects for a hex or a number of hexes.

C: Set Control: This command shows the country control of every land hex on the map. To reset the map just hit the "ESC" key or "S" on the keyboard.

F: Set Map Filter: This command lets you filter the units on the map to better pinpoint specific unit types. It brings up a dialog box that lets you choose the type of units you want to view. This is extremely useful for determining the number and location of dangerous enemy units. To reset and look at all the units, again type "F" and choose the "clear" option at the bottom of the list.

M: Hex color mark: This command lets you mark individual hexes with a colored dot. After you do this any hex that you click will have a colored dot on it. If you type "M" again it will give you a different colored dot that you can place (this brings up a box in the upper right hand corner of the map that shows you the color that you will be placing. You can cycle through until you get the color you want). In order to undo the "M" command right click on the last hex that you want a colored dot on and that toggles off the "M" command. In order to delete the colored dots use the right click dialog box (to be explained later) to reset the colors (Map, Remove all colors).

N: Newspaper: This command brings up a dialog box. The purpose of this box is to make notes about the game. You can make notes for individual countries or about the general game (under Global). Everyone can see these notes.

O: Order units: This command is issued on an individual stack. It orders the stack with what is considered the highest priority units on top.

R: Remove exploit marks: This command removes exploitation marks for all units.

S: Toggle hex strength: This command shows the total ground combat strength in each hex

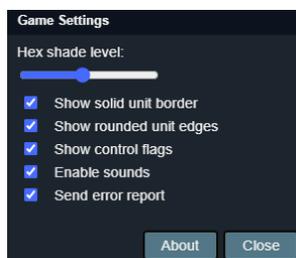on the map. This a toggle switch so typing "S" again to exit this feature.

T: Toggle tablet mode: This command is for when you are using a tablet to play the game. It basically toggles on/off the ability to work with units using the touch screen (which is toggle on).

ESC: Closes all dialogs: The ESC command will close any open dialog box (including the right click map dialog boxes).

Arrows: You can use the arrows on your keyboard to move units on the map.

 - The **"Game Settings"** button brings up a dialog box that gives you a number of options for the game.
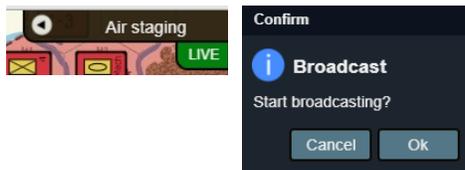

- **Hex shade level:** The farther to the right you move the level the darker the colors will be on the map. The only drawback to this is that it may obscure features on the map like city names, beaches, etc.
- **Show solid unit border:** This helps outline the units on the board better.
- **Show control flags:** Clicking this box will show the control flags between land areas of major opposing powers (for example, between Germany and France, France and Italy, etc).

- **Send error report:** Checking this box will send an error report to the developer should an error in Warplanner pop up on the screen.
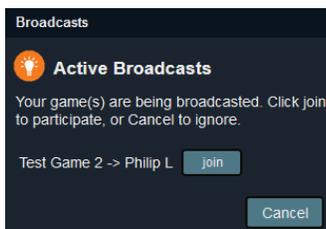
Live Broadcast

One of the great benefits of Warplanner is a tool in the game called Live Broadcast. This allows multiple people to follow moves in the game in real time. This is especially important if you are not using tools like Zoom or Discord. To start the Live Broadcast click on the 'LIVE' button at the top right of the map. When you do this it brings up a dialog asking to confirm that you want to start a live broadcast.

Once you start the live broadcast it sends out a notification to all of the players that are part of this game that a live broadcast has started. It does this in two ways. It sends an email to all players indicating that the live broadcast has started which includes a link to Warplanner.

Once the players are in the main Warplanner page they will receive a message asking if they want to join the Live Broadcast.

Players that are in the Live Broadcast will see a Participant box. In this box the players will be able to see who joined the live meeting. Other important information that will show up here are results from die rolls, indications when players save the game, and even messages that can be sent between players.
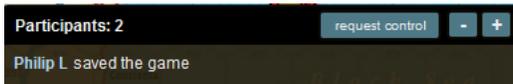
The person that starts the live broadcast is "in control". Being in control means that you have control of the game. You can do any function within the game and can look/see everything except where it is password protected.

If you are NOT in control you can do the following:
- Roll the dice
- Look at your sides Codebreaking information
- Look at your sides Taskforces
- Look at Ships at Sea
- Look at the Keyboard Commands
- Look at the Game Settings option

In order for a participant to "Take" control from another player, the participant needs to click on the "Request Control" box in the Participants box.

To stop the "Live Broadcast" a player needs to click on the LIVE button at the top right of the map. If you find your participant box is too big you can make the text smaller by hitting the +/- at the right of the box. Additionally, you can move your cursor to the middle of the box, hold down on the left mouse, and drag to make the box bigger/smaller.