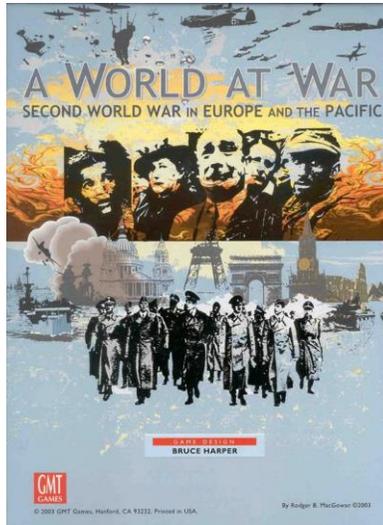


A World at War

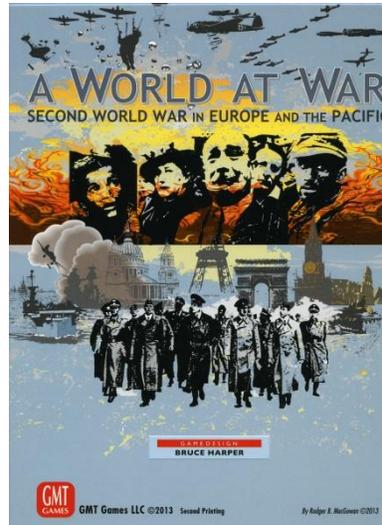
Summary of the physical differences between the First and Second GMT Editions

Identifying

The Second Edition box clearly lists "2013" and "Second Printing" along the bottom of the front cover. If the box doesn't state these things on the front cover, you have the First Edition.



**First Edition
2003**



**Second Edition
2013**

Also, inside the box, the Rulebook footer for the First Edition reads "6-17-03", while the Rulebook footer for the Second Edition reads "6-30-13".

Updating the First Edition to the Second Edition

- (1) Purchase the single, updated 11th countersheet from GMT.
<http://www.gmtgames.com/p-280-a-world-at-war-countersheet-11.aspx>
[Note: This countersheet appears to be currently out of stock.]
Most important are the Combat Group markers, the Beach Defense markers, and the Japanese SNLF errata, printable images of which were posted online. The other counters are easily improvised.
- (2) Download the latest Rulebook, Research appendix, Diplomacy appendix, Scenario appendix, Record Sheets, and Tables from <http://www.aworldatwar.org/Rules/index.html>
[Alternatively, you might contact GMT and inquire if they have extra Second Edition rulebooks and appendices for sale.]
- (3) Everything else will be functionally identical between the editions.

Specific Differences between the Editions

- In the Second Edition, the rules and appendices and players aids have all been significantly updated. Many clarifications have been added to the rules, and some rules were changed, including a streamlining of the naval combat rules. (These updates are freely available from the AWAW website mentioned above.)
- The Ultra, Magic, and Oil Effect cards are larger in the Second Edition.
- The dice are larger in the Second Edition.
- The Second Edition counters are back-printed in the color of the owning nation; First Edition counters were back-printed in white. (The new color coding helps in separating counters and in keeping track of inverted counters on the map.)
- The First Edition of AWAW came fresh-out-of-the-box with ten countersheets.

Later, a year or two after publication, GMT released a separate eleventh countersheet for anyone who wanted to purchase it, its purpose to update the First Edition of the game for play with post-publication rule changes.

The Second Edition of AWAW, like the First Edition, comes with ten countersheets--but these second-edition countersheets of course include all of the needed additions from that eleventh "update" countersheet.

The ten countersheets that come with the Second Edition are more than sufficient for game play.

- If you examine the counter set in an updated First Edition, you'll find that, though there are more counters than in the Second Edition, several of those extra First Edition counters are superfluous. Some are for errata (like those for the misprinted Japanese SNLF), some are updates (like those to replace the confusingly colored Interceptors), and others are now obsolete (like those representing 25-BRP Russian ICs).
- Yes, there are fewer counters in a Second Edition than in an eleven-countersheet First Edition--there are no Grant counters, the number of counters for various naval and air denominations have decreased a bit, and there're fewer flag markers --but despite that, you'll find that you have plenty of counters for all but the most extreme of in-game situations.

Contents of the Second Edition

- 2800 full-color single-sided die-cut counters, in ten countersheets.
- Four 22-inch x 30-inch full-color mapsheets forming two large maps, one of the European theater and one of the Pacific theater.
- A 236-page rulebook.
- A 104-page status-sheet booklet.
- A 24-page research & diplomacy booklet.
- A 20-page scenario booklet.
- Fifteen player aid cards:

Number	Color	Tables
1	olive	combat: attrition, CRT, air defense and combat, naval attack, nationality DRMs
1	lt blue	naval: interception, search, surprise, construction, raider, sub attack, air range
1	blue	strategic warfare: modifiers and combat, Pearl Harbor surprise, harbor attack
1	green	misc: winter, BRP costs, Commonwealth and minor country forces, naval activities
1	yellow	surrender: resistance modifiers, British concessions, U.S. elections
1	white	SoP, research results summary
1	white	historical charts: events, shipbuilding
4	many	naval status charts: TF displays
2	white	naval combat charts: CG tracking
2	white	conference maps of both theaters

- Eight six-sided dice.
- One deck of oil effect cards:

Air	Naval	Army	Economy	Construction
4	4	4	3	3

- Four decks of Magic and Ultra cards:

Nation	Submarine	ASW	Tactical	Strategic	Combined	Blank	Wild
German	2	0	2	2	1	5	0
British	0	2	2	2	1	5	0
Japanese	2	2	2	2	1	6	0
American	2	2	2	2	1	3	1

- One GMT counter tray.
- One pack of ziplocking bags.
- One promo sheet.
- One box.