

A World at War

2007 World Boardgaming Championship

Edited by Mike Crowe, Gamemaster

Summary

Four out of five games finished in at least one theater, while two games finished in both theaters. One game would extend into 1946 in both. The Allies successfully pursued atomic research in only two of the five matches. Three Axis strategies focused on Britain first, and two of those did not invade Russia (Axis draw, Allied win). One Axis player invaded Turkey prior to Russia (Allied win), and two invaded Russia in 1942 (Axis win, Allied win). In four games, Japan attacked prior to Winter 1941.

Many visitors each year express interest in the game, and marvel that we choose to play a single game at the convention. Our response – few people have as much fun for 16 hours a day as we do! The full campaign game is the ultimate wargaming experience, incorporating research, diplomacy, mobilizations, shipbuilding, naval combat, strategic warfare, offensives and attritions. Don't wait until you master this game (none of us have!) to give this unique experience a try. We match by skill level. Also, shorter one theater campaigns are allowed. Get warmed up by e-mail using Warplanner (www.aworldatwar.com).

Perfecting this great game has been a quest pursued relentlessly by designer Bruce Harper and a dedicated group. GMT informed Bruce recently that they only have 5 copies left (of 2700), and want to run a second printing late this year. After revisions to derail early game “perfect plans”, fix late game play balance issues, and improve Pacific play, this game is about as good as it can get. Look to get your first copy if you don't have one yet. Bruce plans to request an update kit for those already having the game, as some new counter types, and corrected counters, are planned. Next on Bruce's agenda is the long planned companion game Gathering Storm, playable in under two hours, to allow re-playing World War II from a variety of starting positions!

Brief Event Description

Jason Moore received first place for the third time in our fifteen year history. Jason is our only repeat winner, although winning the plaque is low on the priority list of those attending. Jason played solo in both theaters against Ken Cruz and Stephan Patrickson, until Ernie Faust arrived on Friday as reinforcements in the Pacific theater! Jason indulged in his favorite tactic of conquering France and then Spain in 1940, and successfully attacked Gibraltar on a 1:2 in Winter 1940, to clear the hex. Air power denied the empty hex to the Allies, and the Italian navy occupied it in Spring, to threaten a 1941 Sea Lion. Faced with Ken's solid defense of England, Jason opted to overrun the Middle East instead, and built up a strong position in preparation for a 1942 invasion of Russia. Meanwhile, the Japanese attacked Britain and the US in Summer 1941, and proceeded to drive on India. A mammoth battle for India ensued, in which each side poured in troops. Ken finally prevailed, with 60+ factors in the India box, and Jason had to abandon the attempt and return those troops to defending the perimeter. Jason

continued to defend a strong position in both Europe and Japan at the end of the conference, likely to last into 1946.

Paul Milne received second place for his strong showing as Japan, which fell in Winter, 1945 to Joe Brophy. He and his son Kevin pursued a bombing strategy against Britain (played by Vic Hogen) When Russia (played by Rob Carl) declared war and the Allies attacked on all fronts, Kevin played a strong defensive game, and did not succumb until Spring 1945. Kevin received fifth place for his play.

Elihu Feustal received third place for his strong showing and sportsmanlike play against the designer's son, Jamie Harper. Jamie as Axis pursued an unconventional strategy, attacking Turkey in 1940, and Russia in 1941, without surprise. Elihu's Allied bombing strategy helped to derail this plan, resulting in a German surrender in Summer 1943. In spite of a transfer of all forces from Europe to the Pacific, it appeared that Tim Schroeder's Japanese (against Jerry Smolens as Allies) would hold on into late 1945.

Jim Sparks received fourth place for his play as the Allies against Tim Francis as Japan. Tim and Mike Crowe also pursued a bombing strategy against Britain that appeared to go well. Tim had a tough go in the Pacific after a 48:24 attack on Manila in Fall 1942 resulted in 36 factors of Japanese losses! (The plan had Japan attack Britain alone in Summer 1941, and the Allies fortified Manila and placed two 3x2 infantry there). Although Tim recovered from this as best he could, an overly aggressive attack by Mike as European Axis in Summer 1943 resulted in an Allied counterattack that surrounded much of the Axis army. Mike held on until Italy fell in Summer 1944. Jim was poised to invade Japan that same turn, and Japan appeared ready to fall in later 1944 or early 1945.

Randy Scheers received sixth place for achieving a draw as Japan against Eric Thobaben, who teamed with Bruce Harper. Randy's partner, Brian Conway, had difficulty early as the Axis, but still managed a decent showing after rallying Spain to the Axis cause, and taking Gibraltar on a 1:1. Germany fell in Winter 1944. In spite of the transfer of all Allied forces to the Pacific, Randy hung tough, just avoiding a surrender in Summer 1945 by a single resistance point!

Rules Changes

The following rules changes were proposed for consideration in the after action meeting. All are relatively minor. As of this writing they are still under consideration. The good news is that there are no major changes viewed as necessary for play balance.

Transports sunk in the Pacific are no longer paid for by Britain, if the US is not at war with Germany.

Current rule (Britain pays):

27.7322 TRANSPORTS: The United States may use its shipyards to build transports prior to the outbreak of war between the United States and Germany if USAT are 28 or more. The BRP cost of such construction is paid for by the United States and counts against the limit for American BRP grants to Britain (one BRP for each USAT level over 25) and against the American construction limit.

TR of air along partial sea and enemy land allowed, though not through a strait or crossing arrow.

Current rule (allows this for naval units (28.27), but not air units (28.26, implied by the absence of the relevant exception):

28.26 WHEN REDEPLOYMENTS NEXT TO ENEMY COUNTERS

PERMITTED: A unit may redeploy from, through or into a hex adjacent to an enemy counter if:

A. The "enemy" major power is neutral, and therefore not at war, with the alliance redeploying the unit.

B. The enemy unit in the adjacent hex could not enter the redeployment hex because of movement restrictions, such as when the redeployment is through neutral hexes, as permitted by certain diplomatic results, or the hexes in question are adjacent to an enemy partisan which may not move into them. A temporary prohibition from entering a hex because of weather effects is not sufficient to permit redeployment into that hex adjacent to an enemy unit. [Q&A](#)

C. The enemy counter is separated from the adjacent hex by water, including a hex connected by a crossing arrow. Lakes are sufficient to separate hexes; rivers are not.

D. Into or out of Gibraltar, regardless of the presence of enemy units in hex Z8 ([73.41](#)).

28.27 NRs: Units being redeployed by sea may pass by or through hexes containing enemy units (EXCEPTIONS: Gibraltar, the Turkish Straits, Copenhagen and the Skagerrak, the Strait of Malacca, the Sunda Strait, the Suez canal - [21.211](#)), but they may not begin or end the sea portion of their redeployment in a port adjacent to an enemy counter (EXCEPTIONS: [28.26A-D](#)).

Berchtesgaden is a limited source of supply.

Current rule (unlimited source of supply)

30.221 An unlimited supply source is capable of supplying all types of units.

30.222 EUROPEAN

AXIS:

A. Berlin and Rome are unlimited supply sources for all German, Italian and Axis minor country units, even if Italy is neutral.

B. If Germany has created the National Redoubt ([42.24F](#)), Berchtesgaden is an unlimited supply source for all German, Italian and Axis minor country units.

C. Each undamaged synthetic oil plant is an unlimited supply source for all German, Italian and Axis minor country units.

Units conducting a base change must return to the base of origin after withdrawing from any round of combat prior to the final round.

Current rule (allows going to any base within 10/20 hexes):

22.65 DESTINATION: Naval units which survive naval combat may, subject to stacking limits, return to their base of origin or any base within 20 (Europe) or 10 (Pacific) hexes from the hex in which naval combat occurred (EXCEPTIONS: Units being sea transported or sea escorted and any destroyers carrying such units

must return to their base of origin. During the combat phase, naval units may not return to a base which is the target of a seaborne invasion unless it is the only base available).

All offensive carrier air missions require a base within 10/20 hexes (currently an airstrike on an enemy base during the combat phase can have a range of 20/40 hexes).

Current rules (21.3612, and no further modification in 23.61 B, imply 20/40 hex range):

21.3612 40/20 HEXES: Base changes and offensive missions may not exceed 40 (Europe) or 20 (Pacific) hexes (EXCEPTIONS: A surprise Japanese air strike against Pearl Harbor - [51.12](#); certain Japanese operations in the northern Pacific - [21.223](#), [21.23](#), [21.3613](#)). This limit refers to the hex from which carriers may launch their air strikes.

23.6 CARRIER ATTACKS ON ENEMY BASES:

23.61 PERMITTED ATTACKS: Naval air units based on carriers may attack enemy air or naval bases in only three situations:

A. While in their patrol hex. Patrols may counterair enemy air bases while moving to their patrol hex, but may not attack enemy naval units in port until they have reached their patrol hex ([21.415D](#)).

B. As an offensive naval mission, either independently or in combination with another naval mission, from their mission hex.

C. During naval combat, naval forces may counterair enemy air bases, but may not attack enemy naval units in port.

Detailed Game Descriptions

Game 1

European Axis: Brian Conway
Japan: Randy Scheers
Western Allies: Europe: Bruce Harper
Western Allies: Pacific: Eric Thobaben

Game narrative provided by Eric Thobaben.

1939-40. A traditional opening went awry for the Axis in Sp40 when the British intercepted the NR of two 4o6s to Tobruk and damaged three Italian BB3s to stop the NR. The remaining Italians (some had been lost in a ground attack) then retreated to central Libya as the Germans finished off France. The Luftwaffe then deployed to southern Italy to regain the lost ground in North Africa. In Wi40 a "1" die roll drew Turkey into the Russian ranks as an associated minor country.

1941. This delayed Russian entry until 1942, as the Axis pursued a Med strategy that resulted in the British fortifying Suez and Port Said in mid 1941 as the Axis forces advanced. Ethiopia surrendered in Su41, so the threat of Italian raiders was eliminated. In a hilarious naval battle, where a British CA2 intercepted an NR to Tobruk escorted by an Italian BB3, the BB3 missed and the British CA2 damaged the BB3, forcing the NR to abort. The Med was largely a theater of Axis defeats this game, in part due to lousy dice, but also due to insufficient (It 5 AAF) Axis LBA to support Italian naval activities.

Meanwhile, in the Pacific the random tension rolls favored the Allies on two key turns, and Japan launched an early attack in Su41. Two carriers were sunk at Pearl, and with the Australians barely deployed (only half had been built thus far), Japan expanded easily into the central and south Pacific.

1942. Crummy Axis diplomatic rolls were made perfect in 1942 as the Axis gained Spain, Ireland, Finland, and then Sweden as minor allies (or the equivalent for Ireland) by rolling "6"s for all four diplomatic die rolls. This changed a failing Euro Axis position into a much stronger one, which eventually resulted in a successful 1:1 attack on Gibraltar in late 1942. Germany declared war on the U.S. in Sp42 while also deactivating Vichy France and capturing all four Vichy colonies as well. Germany also attacked Russia, with surprise, in Su42 to gain some much needed breathing room.

The British carrier plan was finally revealed in Fa42 as two WA TFs, using mostly British carriers, attacked a Japanese TF in port in Singapore. The TF fled, and an empty Singapore was invaded and reinforced. Unfortunately, the Indian infantry needed for invading Medan (Sumatra) and Singapore came from Colombo, which left Colombo only weakly defended. Japan counter-invaded Colombo by base changing the TF that had been in Singapore around Sumatra to Rangoon with support from other TFs that base changed from Truk to Batavia. Without a port within 10 hexes of Singapore, the WA AAF and infantry in Singapore were trapped in partial supply indefinitely. A pair of ground attacks in Fa42 and Wi42 (against Japanese 1x2 infantry) allowed the WAs to capture two of the Burmese jungle-mountain hexes. Between this and the invasion of Rennes in Fa42 (and

exploitation into St. Nazaire and Lorient), the British had to burn their base by almost 40 BRPs in Fa42.

1943. In Europe in 1943, the WAs advanced in the Middle East to meet the Axis forces in Palestine. The WAs were able to sea supply Lorient, even under a large umbrella of Axis LBA in Wi42 and Sp43, which maintained a threat that tied up Axis ground forces in France through 1943. Meanwhile, in Sp43, the WAs invaded Portugal (defended by two Spanish 2x3s) and eventually, through the diplomatic pressure of 47 WA ground/air factors, caused Spain to switch sides in Fa43. With Italian infantry dying out of supply in Gibraltar in Su43 (the Axis fort originally built in Gibraltar was later moved to Paris that turn), this opened up the Med because an American infantry walked into Gibraltar in Fa43 during the movement phase, allowing combat phase missions through Gibraltar that landed WA armor in southern France and exploiting into northern Italy. The Russians continued to chew away at the Axis in the east, but a massive German counterattack in Fa43 eliminated half of the Russian armor (all of the Su43 exploiters), slowing the Russian advance.

In the central Pacific, in Fa42 the U.S. built a port in the northernmost Ellice Island (Niutao) followed by additional ports in Beru (Gilberts; Su43) and Wotje (Marshalls; Wi43). The Americans pushed in the central Pacific by design, but also because the WA AAF demands in southeast Asia came at the expense of WA LBA in the south Pacific, and Japan defended the south Pacific well. Several naval battles (which were quite fun; each only lasted one round) occurred as the Americans advanced, but the Japanese "surprise" air strikes were loudly telegraphed (die roll "1" - 1 radar = 0) both times. In contrast, the sneaky American surprise air strikes were much more effective, sinking several Japanese carriers. A Wi43 invasion of Eniwetok and Bikini (Marshalls) saw the Japanese intercept at Eniwetok - with two tactical cards! - and almost stop the invasion due to great search dice and repeated air strikes on the invasion force. But the 7:4 invasion attack succeeded. During the naval combat, the WAs were able to engage in fleet combat one Japanese TF with two WA TFs. Hilariously, the 19 FF firing on the Musashi missed, rolling a "4", but the lone Wisconsin BB5 rolled "12" followed by a "6" critical hit die roll, damaging the Yamato.

1944. 1944 saw the Allies turn up the heat in Europe. With Ploesti isolated and the bombing campaign picking up speed, the Germans were pushed back into Germany. Italy fell in early 1944 due to a push south to Rome from Genoa. The WAs breached the West Wall at the Swiss border as the Russians came pounding up through Yugoslavia. The Germans dug in at Berchtesgaden (National Redoubt), forcing the Allies to attack at lower odds. In Wi44 Germany finally surrendered as a Russian 2.5:1 exploitation attack on Berlin "succeeded" (double "1"s rolled for exploitation combat, so a 2:1 or lower would have failed) and a WA 1:1 attack on Berchtesgaden succeeded. The WAs did not pursue an Atomic program in this game.

In 1944 the WAs then invaded the south Pacific (Sp44) and then pushed out from southeast Asia and the central and south Pacific throughout 1944. Singapore (since cleared of WA units and heavily defended) was captured at the cost of 9 CVEs and several other units in Su44. The Burma road was opened (as well as supply through Haiphong), and the 8 American strategic bombers moved from Markus Island to the China coast, which is within 3 hexes of Kagoshima, in Wi44. The Japanese shipped their last oil convoy in Su44 before it was shut down by the American subs (and likely

interception by surface fleets as well). The last naval battle occurred in Fa44 as the WAs invaded Lingayen from Singapore. The Americans lost one carrier, but the Japanese lost four. On the upside, Japanese subs sunk CA2 + DD1 + 1x2 invading Formosa, which greatly pleased the Emperor (the Japanese military officials left out everything else from the report).

1945. By the 1945 YSS, Japan had been pushed back to (excluding China and Manchuria) Japan, Manila, Okinawa (which was never captured), four of the five the Aleutians, Wake, Midway, and Port Moresby. Canton and Shanghai had both been captured by the WAs and the Nationalist Chinese.

In 1945 the WAs increased their Air Nationality DRM a **third** time and added another 8 American strategic bombers and 8 interceptors to the bombing force pool. Even 16 strategic bombers and 11 interceptors were not enough to firestorm two targets in Su45, so the Americans firestormed Tokyo only. In Sp45 Russia declared war on Japan, but had only some units in position to do much damage. By Su45 the Russians had attacked their way to Peking (with the help of the Communist Chinese), Mukden, and Harbin.

Meanwhile, in Sp45, the WAs invaded Kagoshima using 6 full carrier TFs (72 NAS) to clear the way. 73 Japanese naval factors (we forgot about the maximum of 50 that turn - probably the sleep deprivation and having played 70+ hours already that week) were obliterated at the cost of only 12 NAS or so. The US CBA then blasted several stacks of Japanese LBA: 15 NAS, 12 NAS + 3 AAF, and 15 AAF, whittling down the WA CBA from 72 to 38 NAS. The 5 Japanese interceptors were sufficient to stop the 8 American strategic bombers and 3 interceptors from doing much damage. (Japan's 3 Air Defense results helped also.) The invasion of Kagoshima (two 3x4s + six marines) was expensive, but succeeded. The Aleutians, Midway, and Port Moresby were also liberated.

With Japan's resistance level at 12 in Sp45, the Allies turned up the heat in Su45. Manila and Wake were both captured (Manila on a 1:1 attack). Four 5o6s were sea transported into Kagoshima, and together with U.S. 15 AAF based in China, were able to capture two more hexes (Nagasaki, N29) in southern Japan. In addition, Tokyo was invaded, albeit with bloody losses. However, Japan had sequestered enough oil to offset all five oil effects in Su45, buoying the Japanese resistance level at 1 at the end of the turn. So Japan barely held out for a tie (Fa45 surrender), and the European Axis were defeated in Wi44, resulting in a 2-turn Allied global victory.

All players had a really good time playing the game.

Game 1

European Axis:	Brian Conway
Japan:	Randy Scheers
Western Allies:	Europe: Bruce Harper
Western Allies:	Pacific: Eric Thobaben

Game narrative provided by Eric Thobaben.

1939-40. A traditional opening went awry for the Axis in Sp40 when the British intercepted the NR of two 4o6s to Tobruk, and damaged three Italian BB3s to stop the NR. The remaining Italians (some had been lost in a ground attack) then retreated to central Libya, as the Germans finished off France. The Luftwaffe then deployed to

southern Italy to regain the lost ground in North Africa. In W40 a "1" die roll drew Turkey into the Russian ranks as an associated minor country.

Brian: I made several key tactical and strategic mistakes. It is important for Germany to start the game with an overall plan, with some room for adjustment based on Allied reactions. While I did have some of this, I did not have enough. As a result, things like Turkey were able to happen.

I made some research commitments early in the game that were wasteful. RPs in bombers, then not going for them, is an example. Also, I unnecessarily increased the air and military force pools, when I should have been focused earlier on radar, and then improving the German Air DRM, which annoyingly plagued me throughout the game. By the time I rolled another DRM, Bruce got another DRM! Maybe the way to look at it is: Quality early, Quantity later? Or maybe all quality?

1941. This delayed Russian entry until 1942, as the Axis pursued a Med strategy that resulted in the British fortifying Suez and Port Said in mid 1941, while the Axis forces advanced. Ethiopia surrendered in Su41, so the threat of Italian raiders was eliminated. In a hilarious naval battle, where a British CA2 intercepted an NR to Tobruk escorted by an Italian BB3, the BB3 missed and the British CA2 damaged the BB3, forcing the NR to abort. The Med was largely a theater of Axis defeats in this game, in part due to lousy dice, but also due to insufficient (It 5 AAF) Axis LBA to support Italian naval activities.

Brian: I should have been more focused on attacking the Soviet Union in 1941 and pushing the Russian Army away from Berlin. My DPs in 1940, and particularly in 1941 should have reflected this - I did not do enough to secure this.

In terms of trying to get the jump in North Africa with the Sea Transports to Tobruk, I guess that was a mistake, but I can't help but think that maybe it could have been pulled off in a different way. Tough to say. I took a chance, and it failed. Ironically, the taking of Turkey by the Soviets allowed me to make up for it, albeit at the cost of not pushing the Red Army back with a Barbarossa.

Meanwhile, in the Pacific the random tension rolls favored the Allies on two key turns, and Japan launched an early attack in Su41. Two carriers were sunk at Pearl, and with the Australians barely deployed (only half had been built thus far), Japan expanded easily into the central and south Pacific.

Randy Sheers: (In response to the question "What were the advantages of an early attack by Japan?")

In my case, while discussing strategies before the con, Brian asked for an early attack on Britain to put more pressure on them. So I worked out a plan that allowed me to attack in either summer or fall of 1941 (which was a pain to work out). Once the game got to winter 1940 I had to commit to the plan. Once committed, a winter 1941 attack wasn't really feasible because of the tensions from early mobilizations and the oil embargo.

In summer 1941 I had the option to wait a turn. If I did that, it would have pushed all of the U.S. mobilizations from USJT 30 onward back one turn (the US rolled a '6' on the effective tension roll in spring and got their USJT 20 mobilization). I decided to attack in summer 1941 anyway because Port Moresby, Lae, and Rabaul were under defended. This was because Britain didn't have the BRPs to build the Australian units in 1940 so they only had one turn of builds once they saw what was coming.

So the gains to an early attack were:

- 1) More gains around New Guinea (at the high point, Japan had Rabaul, Lae, Port Moresby, all of the Solomons, and one of the New Hebrides).*
- 2) More CVs in Pearl Harbor. (Japan eliminated 2 CVs.)*
- 3) More BRPs from 1942 onward.*
- 4) An unexpected gain was two turns of effective SW in the Pacific. A Japanese sub actually did some damage to the WA transports. As usual, once 1942 rolled around that was no longer the case.*

The costs to an early attack were:

- 1) Faster US mobilizations.*
- 2) I am not sure how much impact that had on when Japan surrendered. It is possible it cost me a turn, but given how the end went I doubt that.*
- 3) No BRPs in 1941. I had to very carefully work out Japan's BRP situation and for most of 1941 build very little. The biggest impact for this was a slightly smaller navy later in the war.*

1942. Crummy Axis diplomatic rolls were made perfect in 1942, as the Axis gained Spain, Ireland, Finland, and then Sweden as minor allies (or the equivalent for Ireland) by rolling "6"s for all four diplomatic die rolls. This changed a failing Euro Axis position into a much stronger one, which eventually resulted in a successful 1:1 attack on Gibraltar in late 1942. Germany declared war on the U.S. in Sp42 while also deactivating Vichy France and capturing all four Vichy colonies as well. Germany also attacked Russia, with surprise, in Su42 to gain some much needed breathing room.

Brian: A quick note on dice: yes, we all like to assuage our egos by blaming the dice for our woes. Very convenient excuse and I won't do it here. However, I must say that I had some HORRIBLE search rolls and my air and naval combat rolls were atrocious as well. Bruce rolled great on his air and naval combat rolls, by contrast, and I suffered the consequences of this. But on the other hand, the Allied rolled TONS of "1"s on research, and I had those sweet diplomatic rolls in 1942. Don't make a big deal out of that though - the only roll that really mattered was Spain. And considering my totally poor rolls prior to that on diplomacy and air/naval combat, I was due a solid, in my opinion!

The British carrier plan was finally revealed in Fa42 as two WA TFs, using mostly British carriers, attacked a Japanese TF in port in Singapore. The TF fled, and an empty Singapore was invaded and reinforced. Unfortunately, the Indian infantry needed for invading Medan (Sumatra) and Singapore came from Colombo, which left Colombo only weakly defended. Japan counter-invaded Colombo by base changing the TF that had been in Singapore around Sumatra to Rangoon with support from other TFs that base changed from Truk to Batavia. Without a port within 10 hexes of Singapore, the WA AAF and infantry in Singapore were trapped in partial supply indefinitely. A pair of ground attacks in Fa42 and Wi42 (against Japanese 1x2 infantry) allowed the WAs to capture two of the Burmese jungle-mountain hexes. Between this and the invasion of Rennes in Fa42 (and exploitation into St. Nazaire and Lorient), the British had to burn their base by almost 40 BRPs in Fa42.

1943. In Europe in 1943, the WAs advanced in the Middle East to meet the Axis forces in Palestine. The WAs were able to sea supply Lorient, even under a large umbrella of Axis

LBA in Wi42 and Sp43, which maintained a threat that tied up Axis ground forces in France through 1943. Meanwhile, in Sp43, the WAs invaded Portugal (defended by two Spanish 2x3s) and eventually, through the diplomatic pressure of 47 WA ground/air factors, caused Spain to switch sides in Fa43. With Italian infantry dying out of supply in Gibraltar in Su43 (the Axis fort originally built in Gibraltar was later moved to Paris that turn), this opened up the Med because an American infantry walked into Gibraltar in Fa43 during the movement phase, allowing combat phase missions through Gibraltar that landed WA armor in southern France and exploited into northern Italy. The Russians continued to chew away at the Axis in the east, but a massive German counterattack in Fa43 eliminated half of the Russian armor (all of the Su43 exploiters), slowing the Russian advance.

Brian. I should have covered Spain with maximum DPs in 1944, or, if after making the calculations and it was hopeless, I should have slit Spain's throat. At least the Spanish hexes and ports would have remained German. There was also the issue in late 1943 of fortifying Gibraltar rather than Brussels. However, Bruce said he may have gone towards Brussels had that been the case. Tough to say.

I also did not leave the beach in Portugal under a ZOC. This allowed an Anglo-American exploitation into the deeper areas of Spain/Portugal, and accelerated the bad situation down there. Stupid mistakes.

In the central Pacific, in Fa42 the U.S. built a port in the northernmost Ellice Island (Niutao) followed by additional ports in Beru (Gilberts; Su43) and Wotje (Marshalls; Wi43). The Americans pushed in the central Pacific by design, but also because the WA AAF demands in southeast Asia came at the expense of WA LBA in the south Pacific, and Japan defended the south Pacific well. Several naval battles (which were quite fun; each only lasted one round) occurred as the Americans advanced, but the Japanese "surprise" air strikes were loudly telegraphed (die roll "1" - 1 radar = 0) both times. In contrast, the sneaky American surprise air strikes were much more effective, sinking several Japanese carriers. A Wi43 invasion of Eniwetok and Bikini (Marshalls) saw the Japanese intercept at Eniwetok - with two tactical cards! - and almost stop the invasion due to great search dice and repeated air strikes on the invasion force. But the 7:4 invasion attack succeeded. During the naval combat, the WAs were able to engage in fleet combat one Japanese TF with two WA TFs. Hilariously, the 19 FF firing on the Musashi missed, rolling a "4", but the lone Wisconsin BB5 rolled "12" followed by a "6" critical hit die roll, damaging the Yamato.

1944. 1944 saw the Allies turn up the heat in Europe. With Ploesti isolated and the bombing campaign picking up speed, the Germans were pushed back into Germany. Italy fell in early 1944 due to a push south to Rome from Genoa. The WAs breached the West Wall at the Swiss border as the Russians came pounding up through Yugoslavia. The Germans dug in at Berchtesgaden (National Redoubt), forcing the Allies to attack at lower odds. In Wi44 Germany finally surrendered as a Russian 2.5:1 exploitation attack on Berlin "succeeded" (double "1"s rolled for exploitation combat, so a 2:1 or lower would have failed) and a WA 1:1 attack on Berchtesgaden succeeded. The WAs did not pursue an Atomic program in this game.

Brian. If the Spanish situation had been handled better, as it easily could have, I would not have fallen until Spring 1945. Squeezing out another turn for the stalemate, however, would have been difficult. Strictly conjecture at this point.

Brian: I guess one could say that the result of a World At War game is he who makes the least/fewest mistakes wins. A very fun game. It was great to finish, and it was a fabulous time playing with you guys. We all proved that with a disciplined approach and a looser interpretation of the Sequence of Play, we can get it done. I will part with a Klingon proverb: "War is much more fun when you are winning!" Thanks again, -BC

In 1944 the WAs then invaded the south Pacific (Sp44) and then pushed out from southeast Asia and the central and south Pacific throughout 1944. Singapore (since cleared of WA units and heavily defended) was captured at the cost of 9 CVEs and several other units in Su44. The Burma road was opened (as well as supply through Haiphong), and the 8 American strategic bombers moved from Markus Island to the China coast, which is within 3 hexes of Kagoshima, in Wi44. The Japanese shipped their last oil convoy in Su44 before it was shut down by the American subs (and likely interception by surface fleets as well). The last naval battle occurred in Fa44 as the WAs invaded Lingayen from Singapore. The Americans lost one carrier, but the Japanese lost four. On the upside, Japanese subs sunk CA2 + DD1 + 1x2 invading Formosa, which greatly pleased the Emperor (the Japanese military officials left out everything else from the report).

1945. By the 1945 YSS, Japan had been pushed back to (excluding China and Manchuria) Japan, Manila, Okinawa (which was never captured), four of the five the Aleutians, Wake, Midway, and Port Moresby. Canton and Shanghai had both been captured by the WAs and the Nationalist Chinese.

In 1945 the WAs increased their Air Nationality DRM a **third** time and added another 8 American strategic bombers and 8 interceptors to the bombing force pool. Even 16 strategic bombers and 11 interceptors were not enough to firestorm two targets in Su45, so the Americans firestormed Tokyo only. In Sp45 Russia declared war on Japan, but had only some units in position to do much damage. By Su45 the Russians had attacked their way to Peking (with the help of the Communist Chinese), Mukden, and Harbin.

Meanwhile, in Sp45, the WAs invaded Kagoshima using 6 full carrier TFs (72 NAS) to clear the way. 73 Japanese naval factors (we forgot about the maximum of 50 that turn - probably the sleep deprivation and having played 70+ hours already that week) were obliterated at the cost of only 12 NAS or so. The US CBA then blasted several stacks of Japanese LBA: 15 NAS, 12 NAS + 3 AAF, and 15 AAF, whittling down the WA CBA from 72 to 38 NAS. The 5 Japanese interceptors were sufficient to stop the 8 American strategic bombers and 3 interceptors from doing much damage. (Japan's 3 Air Defense results helped also.) The invasion of Kagoshima (two 3x4s + six marines) was expensive, but succeeded. The Aleutians, Midway, and Port Moresby were also liberated.

With Japan's resistance level at 12 in Sp45, the Allies turned up the heat in Su45. Manila and Wake were both captured (Manila on a 1:1 attack). Four 5o6s were sea transported into Kagoshima, and together with U.S. 15 AAF based in China, were able to capture two more hexes (Nagasaki, N29) in southern Japan. In addition, Tokyo was invaded, albeit with bloody losses. However, Japan had sequestered enough oil to offset all five oil effects in Su45, buoying the Japanese resistance level at 1 at the end of the turn. So Japan

barely held out for a tie (Fa45 surrender), and the European Axis were defeated in Wi44, resulting in a 2-turn Allied global victory.

All players had a really good time playing the game.

Randy Sheers, In response to the question "What were the advantages of an early attack by Japan?"

In my case, while discussing strategies before the con, my European partner asked for an early attack on Britain to put more pressure on them. So I worked out a plan that allowed me to attack in either summer or fall of 1941 (which was a pain to work out). Once the game got to winter 1940 I had to commit to the plan. Once committed, a winter 1941 attack wasn't really feasible because of the tensions from early mobilizations and the oil embargo.

In summer 1941 I had the option to wait a turn. If I did that, it would have pushed all of the U.S. mobilizations from USJT 30 onward back one turn (the US rolled a '6' on the effective tension roll in spring and got their USJT 20 mobilization). I decided to attack in summer 1941 anyway, because Port Moresby, Lae, and Rabaul were underdefended. This was because Britain didn't have the BRPs to build the Australian units in 1940, so they only had one turn of builds once they saw what was coming.

So the gains to an early attack were:

- 1) More gains around New Guinea. At the high point, Japan had Rabaul, Lae, Port Moresby, all of the Solomons, and one of the New Hebrides.*
- 2) More CVs in Pearl Harbor. (Resulting in Japanese elimination of two of them).*
- 3) More BRPs from 1942 onward.*
- 4) An unexpected gain was two turns of effective SW in the Pacific. A Japanese sub actually did some damage to the WA transports. As usual, once 1942 rolled around that was no longer the case.*

The cost to an early attack were:

- 1) Faster US mobilizations. I am not sure how much impact that had on when Japan surrendered. It is possible it cost me a turn, but given how the end went I doubt that.*
- 2) No BRPs in 1941. I had to very carefully work out Japan's BRP situation and for most of 1941 build very little. The biggest impact for this was a slightly smaller navy later in the war.*

Game 2

European Axis: Kevin Milne
Japan: Paul Milne
European Allies: Vic Hogen (WA), Rob Carl (Russia)
Pacific Allies: Joe Brophy

Game narrative provided by Joe Brophy.

1939-41. I think Kevin and Paul's strong showing was thanks to knowing when, as the Axis powers to go on the defensive, and playing a strong defensive game when they did. Offensively neither of them accomplished anything remarkable. Kevin did not attack Russia, but instead concentrated on Britain, and took everything in the Med except Gibraltar and Persia. The former was not in the plan, apparently. The latter was an oversight on his part which really made no difference in the outcome of the game.

In the Pacific, Paul established his perimeter and then sat tight.

Paul: In war and in AWAW nothing is guaranteed, except that the play will take many strange twists and turns that you never dreamed would happen. Our Axis strategy was to bomb the UK into eternal weakness (I didn't think surrender would happen). Right off the bat our 1940 bomber roll was low, and we ended up taking the RP for bomber production to get the result. We didn't get bombers until 1941. In the meantime we bombed hard with AAF.

In 1941 they adjusted to our strategy, got an air defense result, and produced flak for London. We achieved two 24 BRP losses, but never firestormed London. They made a quick adjustment based on events, but they had to take the RP's from somewhere and it doesn't appear they came from atomics. We had planned to be very quiet everywhere else and delay Russia's and the US's entry into the war until spring 1942. We ran into big problems with Rumania. Obviously we're rolling late to keep the RGT low. Our first roll was a 1, so no hex control. They then got a maximum subversion roll, and our next diplomatic roll missed hex control by 1. Since Russia could invade the next turn, and we were obviously concerned about our oil, we invaded Rumania first ourselves. We quickly took Ploesti, but ended up in the peculiar situation that if we finished Rumania off, it would increase tensions just enough to let Russia DOW us in winter, which we didn't want. So we let Rumania live a couple of turns, and gave Britain a few BRP's that we didn't want them to have. In the end, Russia didn't DOW until fall 1942.

1942. Rob Carl's Russia attacked in Fall 1942, about the same time the Allies mounted a pretty historical Operation Torch.

Paul: As I stated earlier, we had planned on a quiet strategy to keep the US out of the war as long as possible, but since our bombing strategy had flopped, we decided to attack in Egypt. Things went our way, and we got all of the way to Basra/Baghdad/Mosul. So this, coupled with the fact that Russia attacked mainly towards Berlin, meant the oil situation that we worried about so much in 1941 turned out to be a non factor, and actually Germany was in better shape oil-wise than in most games. The problem that the subversion caused us in Rumania allowed us to get hex control in Greece, and keep Italy in the game even after Rome fell. More adjustments and strange twists and turns.

The US used a toehold at Port Moresby to pry the rest of New Guinea away from Paul, hex by hex, while he built more forts than I have ever seen.

1943. Italy fell a few turns after a huge naval battle in Fall 1943 ended with a straight 2:1 attack on the Naples beach, followed by an exploitation to Rome. Axis control of Athens and Baghdad saved Italy from immediate surrender.

1944. Overlord went on schedule in Spring 1944.

The Japanese fleet did not come out until the US attacked Truk in (I think) Spring 1944. Truk was taken, but enough US carriers and NAS were destroyed to hamper the US in the endgame. Like his son, Paul had a good sense of when to abandon a forward position and fall back to previously prepared ones, while conserving his fleet and air force. He also benefited from very good rolls on ASW, while my torpedo rolls were poor, so the Japanese oil situation was never damaged by the subs.

Paul: My ASW rolls weren't quite as good as Joe thinks . I actually rolled a 1 in 1942, but did get a +2 result in 1943. I produced an ASW card in 1942 and was able to produce 2 additional transports in 1942 as well. Not getting a NDRM or a torpedo result until 1943 hurt his sub campaign. My biggest advantage in the Pacific was getting an air breakthrough in 1939. Besides being able to produce a few extra elite air and AAF, I actually got the NAT up to 7 by war's end (achieved 2nd air breakthrough in 1941). After a fairly bloodless initial two turns, I hunkered down, built a fort every turn starting in winter 194,1 and generally tried to make the road back for the WA as difficult and painful as I could. Joe did seem to be hampered by his NAT. I assume that the number of RP's being sent to atomics, air defense, flak etc. had some affect on the other research/production categories.

1945. Kevin played a careful retreat all the way back to Berchtesgaden, which fell to a nerve-wracking 1.5:1 attack in Spring 1945.

I did have a heavy commitment to atomics which I was confident would win the game for me, but despite a fourth atomic BT in 1944, my rolls for uranium and plutonium were not quite good enough to have the two bombs needed in Fall 1945 to achieve a stalemate, much less a victory. (*Editor's note: Japan fell in Winter 1945, making the overall game a draw.*) All in all, one of the most enjoyable games I have played, with opponents who are excellent sportsmen as well as solid players.

Editor's Note: The following discussion took place on the AWAW List after the convention, as part of a discussion of whether it is now worthwhile to research atomics, given that it cannot be guaranteed.

Kevin: Joe Brophy and Vic, from what I could tell, fat-stacked Atomic General breakthroughs in order to get four atomic breakthroughs by 1944. Now their plan did hit a low roll at the end of the game, which prevented a draw or victory, but was pretty necessary for knocking Japan out when they did (in Winter 45).

Joe: That is correct. Three RPs in General Atomic in 1939 gave us a breakthrough right away. We did not have to fat-stack again until 1944. The dice then went badly for uranium and plutonium, but we still had 3 bombs in Winter 1945, which salvaged the draw. If we had had no atomic program, the Japanese would probably have held out until 1946. That's why I like the bomb, it's insurance, even if the rolls go badly at the end. With good rolls at the end, we would probably have had a two-point victory overall.

Atomics work just fine now, as I have mentioned before. If it were any easier to get a bomb, it would be too easy, as was the case previously.

Game 3

European Axis: Jason Moore
Japan: Jason Moore/ Ernie Faust
European Allies: Kenneth Cruz
Pacific Allies: Stephan Erikson

Game narrative provided by Jason Moore.

1939. Germany dutifully conquered Poland and looked west. In winter the Italians entered the war, and the Netherlands and Belgium/Lux were conquered by the Germans. Additionally, the Germans took Marseille in the winter.

1940. Spring brought Denmark and Norway into the German fold and the Germans and Italians made a concerted effort in the south of France. In summer, the Germans conquered Paris and almost every hex of France. The Germans did not activate Vichy, and decided to take control of southern France instead. In the fall turn, after exhaustive talks with Franco failed, the Germans declared war on Spain, and poured over the border. The Allied defense precluded a one turn conquest, so Spain fell in winter. Additionally, in the winter turn, the German took a 1-2 (13 to 24) attack on Gibraltar, and rolled an EX. This cleared the Gibraltar hex of any WA units. The German then proceeded to bring 40+ LBA to the area immediately around Gibraltar to stop any reinforcement attempt, and they were successful.

1941. The year of Options! In spring, the Germans took Gibraltar and added to its stellar submarine campaign. The Italian navy moved into the Atlantic, threatening a Sea Lion. At this juncture the Axis had over 23 DDs and a second German air transport. The Allied player, seeing the writing on the wall, brought every able bodied man back to England. This included the majority of the Middle Eastern garrison and Western Allied fleets. In the summer, the Germans decided to go after the Middle East, and invaded Port Said in force. They exploited off the beach, and ran south and east into Transjordan. Malta also fell in the summer. The Med strategy was unveiled and the race was on. In the fall, the Germans took Suez, Alexandria, and Mosul and pushed deeper into Iraq. In winter the Germans declared war on Persia, marched toward the Soviet Border, and took Basra. Further, in the winter turn the Balkans were persuaded to join the Axis in there attempt at world domination. Rumania, Hungary and Bulgaria were diplomatically activated (all three active minor allies) and Yugoslavia was DOW'd and conquered. This did not sit well with the Russians and the RGT, which was on the rise, skyrocketed to 38 by the YSS of 1942.

Meanwhile, in the Pacific the Japanese launched an early attack in Summer 1941. Two carriers were sunk at Pearl, and Singapore fell. In fall, the Japanese followed up with a 2-1 attack on Colombo, and were successful. This task took most of the Japanese forces, so only the basic goals in the Pacific were obtained. The Philippines fell in fall as did the Dutch East Indies. The Japanese continued the march west by paratropping into a partisan occupied Madras on the mainland of India. They immediately reinforced that city with hard units. The India Gambit was disclosed and all of the commonwealth held its collective breath.

1942. In spring, the Turkish Associate with the Germans, and Germany DOWs Russia. The Germans are attempting to gain some needed breathing room, and do so successfully. The Russians are invaded from all directions and are stretched to the limit. In summer, Baku and Leningrad fall, as does Kiev and the Baltic States. In fall, the lines stabilize and the war of attrition begins in earnest. Winter is mild, and the front lines remain the same. The WA took the year to build up an invasion force in England.

In the Pacific, Japanese press India like never seen before. They raid the Indian Ocean out of three ports, with the Italians raiding out of Suez, all having some success. The Japanese go about taking every hex adjacent to the India box and forcing the WA to match their ground force factor for factor. This brings over 80+ WA factors into the India Box. This leaves no forces elsewhere in the Pacific or the European theaters for offensive operations. The India strategy is all consuming for the WAs during 1942.

1943. With the German zenith in the rearview mirror, the Axis hunker down for the long game. In spring, the WAs invade Normandy, forcing a reaction by the Germans and giving Russia some relief. The WA invasion took the Cherbourg peninsula and a few hexes to the southeast. The German reacted and hemmed in the WAs with a reasonable force. To the east, the Germans had an orderly tactical retreat to shorten their lines and stiffen the defenses. By year's end, the Russians reached Poland, Rumania, Persia and took back Baku. The year saw no great tactical maneuvers on either side, just hardcore slugging, one hex row at a time. The WAs slowly built their force on mainland Europe, and acquired about half the hexes of France. They had been pushed south along the coast and were at the gates of Paris by winter.

In the Pacific, the India Gambit had come to its conclusion in the fall, and the Japanese evacuated most of the Army from India to the locations needed to defend the Homeland. This came just in time, as the American submarines were ratcheting up there activities and taking a heavy toll on the transports. The Allies in turn started the long process of moving their 80+ ground factors into position to start their offensive activities. By year's end the Allies were on the move, and had taken Hollandia and pushed into the DEI.

1944. The Year of German Base. By the YSS of 1944 the Germans had a base of 300 (Unit Construction limit of 100) and over 600 Brps for the year. Germany was at full build and remained that way the entire year. Not a single WA bomber made it to its target, and the ground campaign was the same as the year before. No big breakouts, just a slugfest one hex row at a time. By year's end the WA were making some progress, and had made it into Belgium/Luxembourg and one hex west of the Siegfried line. They did not break back into the Med, and did not look like they were doing so anytime soon. The Russians had taken Mosul early in the year, and had pushed into Central Poland by year's end. They had taken Rumania in the fall, and were on the Hungarian border by year's end. The Germans had created the national redoubt and fortified it.

In the Pacific the WAs were on the move and had taken Truk, Iwo Jima, West Carolines, Guam, Calcutta, Dacca, and Balikpapan, and had effectively cut the oil route to Japan by year's end. The Russians had no ability to lend a hand in 1944 or 1945. The Japanese were in good condition, having six oil in reserve at the YSS of 1945 and most of their ground forces built.

1945. The Game was played into the winter 1944 turn. Due to the complete exhaustion of all players, we decided to adjudicate the game instead of playing. The adjudication took place at 9:30 pm Saturday night, with these projections:

German victory fall/winter 1946

Japanese victory winter/spring 1945-46

Here is the reasoning for these dates:

1. The WAs had to abandon the Atomic Bomb due to very poor rolls early in the Game. They did make up for it in units.
2. The Germans were going to add 75 to its base in the 1945 YSS. This brings her unit construction to 125 BRPs for 1945. This implied Germany at full build as far as the eye could see.
3. The target list for surrender was Berlin, Berchtesgaden and Rome. The Allies were only approaching Berlin by the 1945 YSS.
4. Germany's oil reserve was at ten to start the year, with 5 oil plants producing material.

Game 4

European Axis:	Mike Crowe
Japan	Tim Francis
Allies: Europe:	Greg Wilson
Allies Pacific:	Jim Sparks

European narrative provided by Mike Crowe. Pacific narrative provided by Tim Francis.

Introduction. *Mike:* The Axis plan going into the game was to try the Besieging Britain strategy outlined by Bruce Harper in the Winter 2006 edition of Ultra. At the same time, I proposed a plan to Tim for Japan to help push Britain over the edge by attacking Britain only in Summer 1941, followed by a declaration of war on the U.S. in Spring 1942. The plan involved building two additional carriers which would launch in time for an 8 carrier strike on Pearl Harbor in Spring 1942, as well as taking Columbo in Fall or Winter 1942, followed by Japanese raiding in the Indian Ocean. In Spring 1942 I would try to break through into the Middle East. The primary problem with a Britain only attack is that the Western Allies can fortify Manila, move two 3-4 infantry (and a marine or two, if they have a mind) there, and force the Japanese to try to take down a hex defending at 24 or more. We did give this thought beforehand, and figured that a 2:1 in Winter 1942 was possible (against a defense of 24), using all Japanese army and naval air, six 3x3's, three marines and a paratroop!

We agreed to start the game before the convention using Warplanner, to increase our chances of finishing the game. This was a good decision for us, as we did complete the game in Europe, and could predict the outcome in the Pacific.

Pacific. *Tim:* Mike and I designed the Japanese plan to be wholly secondary to Europe, with success or failure dependent on how well the Axis pummeled the British. The failure of the overall Japanese plan was caused by two things, one direct and the other indirect. First, U.S. control of Manila post-initial attack allowed Jim to build a fort and send two 3x4s to Manila. Not unexpected, but the attack itself was a crucial turning point. Second, I clearly had a naïve understanding of British deficit spending options and capabilities and expected Allied spending to be far more constrained than it actually was. This would have far reaching effects in South East Asia.

As in most Global War games, the Japanese tensions, mobilization and shipbuilding schedule was tight and adjustments to the plan took a significant amount of time as random tensions and actions in Europe altered the projected timeline. The planning cycle was almost entirely focused on setting up for the Summer 1941 attack, especially as Jim Sparks continuously cycled units through different positions in Burma and Malaysia, with the Spring 1942 Pearl Harbor operation and planned Fall or Winter 1942 Manila attack left vague and completely dependent on events. This time sink can only be countered through more play experience.

Greg: We thought we would concentrate on a bombing campaign ourselves, and would focus on Air Nationality, Interceptors and Bombers. Jim just finished putting a big whooping on my UK in a game where he used the Bruce Bomber tactic. We had been feeling the vibes at the con, and expect to see it again.

Jim: Playing against Greg as the Axis using a bombing campaign helped us prepare for the con, and especially this match.

1939. Europe. Mike: The attack on Poland did not open auspiciously, suffering 15 BRPs in casualties. The primary impact of this was to discourage me from accelerating any German ships. I had hoped to bring the Tirpitz and Bismarck in early to increase the effectiveness of raiders. On the plus side, I destroyed 2 transports with raiders, my best performance of the game. I maximized builds (all air, and as much armor as I could bring in, but only one paratroop). I was delighted to roll a five and achieve a breakthrough in air in Fall 1939. My bomber roll was also good, and I hoped to bring in 3 SAC in 1940. I did not attempt a Winter 1939 attack against the West. To do this, you really need very light losses in Poland, in my view. Greg pursued his favorite Russian naval strategy and started two BB5s (even if there aren't any counters for them in the game any more!).

Pacific. Tim: Japanese plans unfolded moderately well over the first six turns, with air and military breakthroughs allowing the production of the additional air, ground and marine units needed to conduct a Su 41 attack on Britain. A naval breakthrough was stymied until 1942 after two "1s" were rolled in 1940-41, which was annoying. Balancing SB expenditures versus growth and tensions, and coordinating CV launch dates with the arrival of NAS, took some doing. Fa40 ended after the 2d mobilization with USJT at 11. In Winter 1940, Japan entered Saigon, signaling to Britain that an early attack was imminent.

1940. Europe. Mike: In Spring 1940, the Axis declare war on Norway, Denmark, Belgium, Luxembourg and the Netherlands. Greg had a stout defense of France, and I had to ponder for a while to determine the best approach. I only had one paratroop, which was positioned to threaten Norway, and which allowed Greg to leave Paris empty. I realized that two paratroops have the advantage of stretching out the defense a bit more in France, something I will keep in mind in the future. However, I came up with a plan to take advantage of an empty Paris. On exploitation I attacked two French stacks, each with a 3-5 armor and 2-3 infantry. It was an expensive plan (expected loss of around 23 BRPs, exactly what it ended up costing me). However, the end result was two armored units adjacent to Paris in a position that Greg could not take by attrition. He could only move a single 3-5 into Paris, which guaranteed the Fall of France in Summer 1940. Meanwhile, I successfully researched bombers, and added three bombers and an interceptor to my forcepool in Spring. I also threatened an invasion of England in Summer 1940. I was not able to take the Netherlands, and I only landed a couple of 3-3's in Norway. Greg defended heavily in the south of France, to influence the French surrender level, and sent a 3-4 infantry unit into Norway. In the Mediterranean, in Spring I attempted to supply Tripoli, protected by a couple of cruisers and a destroyer. This drew interception rolls from all task forces in the Med, and both submarines. All interception rolls failed, even the submarines! Since a force can attempt only one interception per phase, I sent an Italian 2-5 armor into Tobruch by sea transport, unopposed. I also built two Moslem partisans in the Middle East, which got a lot of attention from Britain during the first half of the game.

Greg: Those Partisans are a real pain, as they threaten to take key hexes, and force the UK to spend 3 BRPs most turns to keep them under control. This is a lot of BRPs when the Germans are bombing each turn.

In Summer, I took Paris (with help from the Italians for intercepting the French), and bombed London with everything I had, fire storming London. I moved more units into Norway, as did Greg in his turn. The French surrender level was a -3. I established

Vichy, and hoped that a lack of BRPs would prevent the British from building many of the force pool additions. It didn't, but it did prevent building a lot of other British units later! I continued to threaten an invasion of England. Greg defended strongly, as I suspected he would.

Greg: When I realized I could not hold Paris, I decided to go for friendly Vichy mods, and try to hold Norway to divert the Axis a bit.

In Fall, I rolled for the Axis minors, gaining Hungary, and hex control (on a good roll) of Rumania. Greg had gone all out to try to stop a diplomatic result in Rumania. I knew he would continue to do so. In particular, he did not demand Bessarabia. My plan in that case was to take control anyway, even though it means Russia can DoW Germany in Winter 1941 if she wishes. Since an early DoW by Russia means very little BRP growth, I thought this would be acceptable. In discussion after the game, Bruce Harper said I should have switched to an invasion of Russia as my primary plan at this point, given the good starting position in Rumania. In hindsight, I agree. One of the risks of this plan is diplomacy in 1941. I was lucky to avoid a result in Spain by the Allies, who put 3 DPs there. The use of 3 DPS to build Moslem partisans is at the root of this problem. However, I decided to take the attendant risks to see how things would turn out. I was very satisfied with the return on investment for the partisans, as Greg spent many BRPs eliminating them in 1940-42.

Greg: We planned to try to deny Rumania to the Axis via DPs and Coverts, and see what trouble we could cause.

In Fall I bombed Britain again. In Winter, I also bombed, but did little damage, as much of my air was countering the British air in Norway, and taking Oslo on a 2:1. At the 1941 YSS, I felt that this strategy was operating under near optimal conditions. I had successfully countered almost all of the British air, allowing me to maximize bombing damage against Britain. The partisans were causing significant offensive expenditures in the Middle East. I did observe that Greg was successfully avoiding almost all deficit spending, by limiting himself to the aid that the US could provide. Greg felt that this was the key to surviving this strategy, and later events would prove him out. The idea is that regardless of how negative the British BRP position goes during the year, as long as you can win the battle of the Atlantic, and have a build limit allowing you to spend everything that the US can send your way, you can recover. Greg's total deficit spending in 1940 and 1941 amounted to only 11 BRPs, primarily to re-build transports.

Greg: The key is to not spend more than the US gives you. That is why the Partisans are a pain. They and the necessary Transport losses are the only real place the UK have to spend BRPs once the beach defenses are up.

1941. Europe. Mike: In Spring I produced two interceptors and three bombers. Britain began the year with 80+ BRPs. These quickly evaporated, and by the end of Summer 1941, the British BRP total was at zero. Tim attacked Britain alone in Summer 1941, and managed to take Singapore by exploitation in that turn. Columbo fell in Fall 1941. Tim began raiding in Fall 1941 from Singapore, and in Winter from both Singapore and Columbo.

I bombed London each turn in 1941, inflicting the maximum of 30 BRPs of damage. In the Mediterranean I managed to get an 11+ attrition with the help of two German 3-3 infantry for most turns, and pushed the British back a bit. I sea transported one German

4-6 and one German 2-6 armor, in preparation for a Spring 1942 offensive at El Alamein. Greg gradually beefed up his forces in North Africa. On the diplomatic front, I figured that Greg had a Russian subversion result ready, and I decided not to attempt to improve my diplomatic position in Rumania. I rolled for Yugoslavia for no result. I produced two more Middle East partisans, again with the help of the rather limited Axis DPs, and played defensively, maximizing DPs to the US, and protecting my position in Spain, Vichy France and Turkey.

In Winter, Russo-German tensions hit 50, but Greg decided not to declare war as yet. US-Axis tensions were only 47, so there was no chance for a US DoW of Germany.

Greg: Wanted to get a little more growth. Plus we came up with a possible nasty strategy. Jim only has hex control in Rumania, so if we can keep him from getting full control in the spring with DPs and Coverts and Subversion we can then invade a very open Rumania and grab his oil. So we wait for Spring and see how the DP roll for Rumania goes.

At this point Jason Moore and I had a little Axis conclave, discussing strategy. He asked me what I planned to do at this point. I told him, I didn't really know! He encouraged me to keep bombing Britain, and force Russia to DoW Germany. I expressed concern about defending the oil fields. He said, no problem, you'll take them back. Thus buoyed up, I prepared for 1942.

Pacific. Tim: In Spring Japan produced more NAS, JAF, Inf and the 3d 1n2. Additional NAS and the 3o3 arrived that turn as well. After the Allied turn, I saw that Malaysia was vulnerable to an exploitation attack off the beach. In Summer, Japan DoW'd Britain only, took Hong Kong, and conducted invasions of Brunei, Palembang, Batavia, Balikpapan, the Gilberts and the Solomons – not enough destroyers, or troops for that matter, were available to take either Rabaul or Lae (each defended by a 1x2). British and Dutch interference proved less troublesome as expected and the oil centers were taken as well as Singapore in exploitation. The armor out of China left the defense there vulnerable and the Nats and commies began to make a little trouble, later contained by the arrival of more mobilized infantry and research of the Wang 1x2 units. The advance in Burma was slow, as an Indian 2x2 held the mtn hex NE of Mandalay.

Jim: I was able to keep the Japanese out of all the SE Asia mountains with nits, and the Chinese eventually assisted. I was even able to deny him a jungle/mountain hex later in the year.

In Fall, almost the entire Navy sailed to take Columbo, with a small force just able to seize Lae, and took Malaysia and Burma.

In Winter, Japan was able to conduct a successful raid and submarine operations out of Columbo. A small force also seized Rabaul, while the remainder of the Navy rebased and reorganized in Japan in preparation for Pearl Harbor, with the main task force reinforced by the 8th CV. Japan ended the year at zero BRPs and the oil reserve at [9], mainly because Japan received oil from the international market in Fall and Winter even when at war.

1942. Europe. Mike: Britain begins 1942 with 11 BRPs! Everything started to break loose in Spring 1942. Realizing that I could not defend my diplomatic position in both Spain and Vichy, I put zero DPs there (which Greg knew, as he had a spy ring in Vichy), and planned to DoW Vichy in Spring. I took advantage of the fact that Greg had

temporarily moved his fleets out of Gibraltar (he had deployed them to the Western Med and the South Africa box, to defend against an Italian invasion in the Med, as well as to fight Tim's raiders in the Indian Ocean).

Greg: I got sucker punched here, as Mike killed off Vichy, and beat me to all the North African colonies.

I changed base with some Axis fleets to LaRochele, and used an Italian unit there to sea transport into Casablanca. Italian fleets sea transported other units to Algiers and Tunis, completing the acquisition of 35 BRPs of Vichy territory. I produced four more bombers. I bombed Britain (for the last time, as it turned out). I attempted to improve my diplomatic position in Rumania, but Greg's subversion attempt and covert were enough, together with a sub-par roll, to leave me defending it with 10 BRPs of units. As previously agreed upon with Tim, I declared war on the US, and then proceed to attempt a breakthrough in Egypt. Because of Greg's defense, I was limited to a 1:1 to set up an initial breakthrough, and then a 1.5:1 to attempt to exploit it. I was successful on the 1:1, but my roll of 1 on the 1.5:1 doomed me to a repeat of Rommel's attack. I took solace in the Allied turn when an Allied counterattack at 1:1 produced the same result! The position in Egypt remained static until mid 1943.

In the Allied Spring turn, Russia declared war on Germany and proceeded to exploit into the oil fields. A slugfest then ensued in Rumania. In Summer I could only move my units into position. In Fall I re-took the oil fields, and Greg took them back. I took them for good in Winter 1943. There was a bit of surrounding and counter-surrounding, but the German position was gradually improving. Meanwhile, the German oil reserve was dropping like a rock, and I ended 1942 with no oil reserve whatsoever. In Fall 1942, Greg managed to get a toehold in France (Cherbourg). I threatened to attrition this away. A subsequent expansion into Brittany in Winter via sea transport extended the allied presence. Starting in Fall 1942, I began to use my bombers to chip away at the Russian ICs, eliminating first Leningrad, and then Dnepropetrovsk. I also counter aird a lot of Greg's air force, which he had left in range, to reduce his offensive capability. I went through my oil pretty quickly, and started to live on a diet of uninverting only 25 AAF per turn. While livable, it reduced my options considerably. Greg pulled a nasty surprise on me in Fall 1942, dropping on an unoccupied Breslau and killed my badly needed synthetic oil plant. He also had a very successful bombing run on Berlin that came within a hair of a firestorm, although his attacking force was small. He had managed to build up modifiers through air range, a second bombing result, and an air DRM. When that happens and the bombers get through, it always hurts.

Greg: I plotted that drop on Breslau for two turns. Now we need to hold on to German oil as long as we can in Rumania.

Pacific. *Tim:* In Spring, Japan attacked Pearl Harbor with tensions at 49 – destroying two BBs, sinking two BBs and damaging three others; all in all an excellent attack. Troops also landed at Lingayen and on Samar in the Philippines, as I needed 3 hexes for the Fall attack on Manila. Raiding continued out of Columbo and Singapore, but the Allies opposed the missions and no transports were sunk.

Jim: I should have had air at Pearl Harbor to help deter the Japanese. I was able to intercept the Japanese PH attack force, but attacking it would have been futile, since his cap and air defense would have killed my attack.

In Summer, Japan took Wake, the other two hexes adjacent to Manila, sent reinforcements to Lingayen, took Mindanao and organized airbases for the attack. In Burma, Japanese forces were now in the jungle-mountain line and threatening Dacca, with Indian partisans behind enemy lines. The attack on Dacca was delayed owing to the need for air sent east, i.e. the 19 JAF, 6 3x2s, 1m2, 2 1n2, and 24 NAS (48f) vs the two 3x2s in a fort in Manila (24f). I should also say that the effects of the US subs in Manila was not as bad as expected, given the SW deployment limits, though clearly it would get worse as numbers increased – so an attack on Manila had to go forward.

In Fall, the patrol sailed and the world held its breath – for the Japanese to roll a “1”... As you might expect, the Emperor was disappointed. Yelling “banzai” we quickly picked up the dice and rolled a “2” to many groans and cries. That was 36-factors killed (18 inf, 2 special and 18 JAF). To make matters worse the U.S. began a counter-attack in Fall, seizing Wotje in the Marshalls.

Jim: The Allies happily damaged a carrier on the patrol before the attack.

In Winter, the Japanese retook the Marshalls and seized an isolated Guam, establishing the historic perimeter in the Pacific and ending the year at -12 BRPs.

Despite the “success” in the Pacific, the end of 1942 was quite gloomy amongst the Axis planners. The British position was not weak enough – Axis subs and raiding could not overwhelm US supply convoys – and enough troops arrived in India to hold the Dacca line; US submarines were now causing serious difficulties even without Manila.. Russia was clawing the Germans in Poland and the Allies were in France – it was a fight to extremes, with all sides tapped out of brps, mounds of dead units lay everywhere. Japan could have advanced in India if JAF were available, but the 18 JAF killed at Manila were an albatross, creating a brp hole in 1943 from which Japan could not emerge.

1943. Europe. *Mike:* The YSS was pretty agonizing for me. With my oil at zero, I could see I was in some real trouble. I felt that my best shot was to attempt to get a Military breakthrough so that I could build an oil plant. I wanted to get five oil a turn so that I could keep my navy turned on and the sub war pressure up. I also felt that if I could get a second air range result, and continue my destruction of his ICs, that this would be helpful. Neither result came through. The breakthrough was a 1/3 chance, and the air range was 50:50. Given the pursuit of these objectives, I did not attempt to go for the National Redoubt, probably a bad decision. I gave up on the advanced submarine research at this point. On the plus side, there were an awful lot of unbuilt British and Russian air. Most of the Russian air force started 1943 off the board.

In my Spring 1943 turn, I realized that I could run the U-boat war even with an oil effect, and proceeded to do so. I also solidified my position in the mountains of Rumania, and kicked the Russians out almost entirely. In his Spring turn, Greg took a 1:1 in France to create a bridgehead across the Loire- a gutsy and very useful move. I moved a lot of infantry into France to clog up his beachheads, and attempted to take one of them by attrition, but without success. In Summer 1943, tempted by a fairly weak defense in front of Rumania, I threw most of my armor and air into surrounding and eliminating a pocket of Russian units. This had the additional advantage of putting me in range of another Russian IC. Only when I began my redeployments and started making a defense did I realize I had potentially committed a fatal error. Greg turned the “potential” into “actual” in his turn! He put a screening force in the swamps, which I could not attack at sufficient

odds to exploit (thus denying the possibility of a counter-surround of his army), and focused on surrounding my army in Poland. He also surrounded my army on the Western front, scraping up one more armored unit than I was counting on. It was a great move, and a game breaker. I had used too many armored units in my attack, and could not uninvert enough air in the right places. Had I been conservative, defended strongly in Poland, and used my air to slow him down in France, I'd have been much better off.

In my Fall turn, I was able to push back a few Russian units and free most of my army in Poland from isolation, but it was only a temporary effect. I could not save the situation in the West at all. I did the best I could to form lines in the East and West, but the situation was grim. In the East I started to form the strongest line that I could along the Oder, and in the West I formed up on the Rhine. In Fall and Winter Greg focused on advancing to the Oder, exploiting toward Berchtesgaden on the chance that I could build the Redoubt, crossing the Rhine, taking my objective hexes, and advancing on Italy. I made it to the 1944 YSS, but had a pretty pitiful diplomatic and BRP situation on my hands!

Greg: Once Mike had pushed me out of Rumania with some very good tactical attacks, I decided to leave my southern flank open in Russia and press on for Berlin. I like to call that my "bend like a reed" defense for Russia, where I just keep falling back, but keep a line of armor in the swamps to keep the German armor pointed East. Mike was tempted to blow up another IC, pressed forward through the empty hexes, and left himself vulnerable for my attack in Poland. With Mike's oil tank empty, Rumania does not matter as much, so I just kept pressing on to Berlin from France and Poland.

Pacific. Tim: The disasters in Europe had follow-on effects in Asia, with more troops arriving in India, and Columbo and eventually Rangoon falling to the Commonwealth in late 1943. In the Pacific, the US began advancing in the central Pacific, and several large and desperate carrier battles took place, forcing the Japanese into maximum shipbuilding, NAS and fort construction every turn. I don't remember anything unusual happening – mainly the US began wearing down the Japanese CVs, as per usual. I had to leave Saturday day, so unsure what the final result was in the Pacific.

Jim: The ETO Allies finally sent relief to the PTO via the South Africa Box. I had some British units and air to play with, along with the lent AVG. I was able to invade Rangoon and break the Japanese flank in SE Asia.

1944. Europe. Mike. Jim and Greg seemed to spend a lot of time on the 1944 YSS. I couldn't figure out why, given the game in Europe would only last another couple of turns, but I'm sure they had fun plotting. I suspect they were planning how to take down Japan as quickly as possible.

I did get a synthetic oil plant, and a second air range, in Spring 1945. That gave my bombers just enough range to hit Moscow from Berlin, so my parting shot to Greg was a firestorm of Moscow!

Greg: That was just nuts, I was one turn away from killing Hitler, and he firestorms Moscow! Mike got air range at the last moment. (London, Moscow and Berlin all got Firestormed in this game.).

Mike: I was unable to hold Berlin beyond Spring, but Greg was one diplomatic point short of forcing an Italian surrender. I still held Ethiopia, and had one Axis replacement in North Africa. So the final result was a Summer 1944 Axis surrender.

Pacific. Mike. Jim was on the move in the Pacific in 1944, securing Rabaul, Hollandia and Guam by Summer.

Jim: I had a strong position in the PTO. A massive naval battle off Guam occurred during my patrol. I was able to damage and sink a few of his carriers, and he did the same to me. Fortunately I could easily replace mine, and had massive amounts of carriers coming onto the board over several turns. One amusing note during this battle was the Japanese naval attack on one of my hidden TFs. I had 5 BB5 in the TF, and he attacked it with lights. The BB5s scoffed at this attack, and preceded to sink a lot of Japanese light ships. After the battle was over, I invaded Guam.

Mike: At this point, Tim had to leave. I was too toasted to actually get my head into the Pacific game at this point on Saturday, but Jim was threatening to invade Japan, and could have done so against my initial defense. He would have allowed me to re-position my units, but I didn't have the energy!

Jim: Next I was ready to invade Tokyo and Kagoshima at 2-1, before the Japanese were able to redesign their defense. If given the chance after the new defensive arrangement, I would have invaded Tokyo at 2-1.

We estimated that Japan would fall early, probably in Spring 1945. It is a little hard to figure these things, especially since the Allies had given up on the atomic bomb, and Japan can be tough to take down quickly.

Jim: In SE Asia, I was pushing into Thailand and preparing an invasion of Singapore. The Russians would have immediately collapsed the Japanese Manchurian Defense with all the Russians transferring to the ETO. I believe we had 2 Strategic bomber results, 3 air range result, and an air DRM, giving the Allies a +3 to each bomber before determining AD. Conventional bombing would have been ugly for Japan in 1944. Japan would have eventually lost a lot of air units, BRPs, and possibly suffered firestorms. The US had maximum subs in the PTO, and in 1944, I believe we had +2 or 3 torps, and a naval DRM. Japanese transports and oil would have been severely crippled. We were planning a massive attack for surrender if we had the chance to clear out his units on the board, and take any and all objectives causing, the Japanese as many units unbuilt as we could, and denying him victory points.

Post-Mortem. Tim: The key to Allied victory was Europe, for which Greg Wilson deserves applause and rave reviews. His careful tending to the British economy was the key to all, blunting the German offensive in Egypt and the Japanese in India – thus preventing the physical collapse of the empire. A campaign aided by the two Axis dice failures – at Alexandria, and at Manila, both of which had significant follow on effects. The second major key was Russia, where the Red Army won a razor-thin margin over the Axis in Poland, supported by the Allies in France who distracted German land-power at a critical moment.

Mike: While I agree with Tim, I felt that my own overly aggressive attack on the Russian front (and Greg's brilliant riposte) was the primary cause of our failure in the game, rather than the failed attack at El Alamein, or the pyrrhic victory at Manila.

Greg: I felt pretty good about holding the UK up under the storm. I could have ended the war in Europe one turn earlier if I had taken out Ethiopia. Italy held out one turn longer than Germany (which fell in Spring 44), due to having a unit in North Africa. The

Russian spring 42 move into Rumanian changed the tempo of the game, and from that point on Mike was in reactive mode.

Game 5

European Axis: Jamie Harper
Japan: Tim Schroeder
European Allies: Elihu Feustal
Pacific Allies: Jerry Smolens

Game narrative provided by Elihu Feustal. Pacific commentary provided by Tim Schroeder.

1939. 1939 was normal. Poland fell with minimal losses. Raiders failed to get through, and 2 PBs were sunk. In winter, UK didn't lose any transports to subs due to fluky rolls and intelligence. Italy set up with most of its forces in Greece, taking a little early pressure off of UK.

Tim: Japan mobilized a 3o3 and eNAS.

1940. 1940 started off normally. Germany attacked the low countries, but took some losses. At the end of Spring, he had 2 hexes within 2 of Paris. A good WA attrition roll made it more difficult - Germany then only had 1 hex within 2. Britain refused to risk air in the defense of France though, and pulled out its ground forces. France fell predictably. Italy didn't DOW until fall.

Tim: Japan spent 7 BRPs in spring and 6 BRPs in summer to take advantage of a weakness in the Nationalist Chinese lines, and occupy the mountains between Foochow and Canton. There were a couple of nasty (by Japanese standards) exchanges, though, making this probably not worth it.

Japan took its M10 mobilization in Su'40, adding AAF and eNAS to be built in Su'41, to be used in a Fa'41 attack.

In Fall, the Axis attacked and conquered Yugoslavia (after a diplomatic roll gave BRPs). The WA produced 3 bombers and an interceptor, and bombed in the fall/winter.

In the Winter, the axis DOWed Turkey (the other axis minors had all associated or activated). I didn't set up Turkey optimally - I think I could force it to take 2 turns. Germany attacked, got next to Ankara, but declined to take a 2:1 attack. UK moved in 4 infantry units through antioch, creating a small second-front for Germany. More importantly, they would distract Germany from launching a full second front in the South. As a result of the Turkish attack, Germany would lose surprise at the start of Summer 1941.

1941. The loss of surprise cost Germany a lot in terms of BRPs. Russia also rolled extremely well during the air battles in the Summer; 5 russians defeated 6 germans with survivors, which disrupted the entire encirclement plan for the north. Russian counter-attacks in the South killed 3 4-6 armor units (at 1-2 and 1-3 attacks), as well as some infantry. In summer, the UK increased its bombing (having produced another 3 WA bombers and a couple more interceptors). The WA also announced an extra SAC result in 1941. From summer on, Germany was losing 3-4 AAF, and 15+ BRPs/turn. Berlin took enough damage to destroy its refinery in 41. The bombing campaign took a lot out of UK as well - they struggled to keep 9 AAF built (the minimum to get 3 AAF bombers), and didn't build their extra armor until late 1942. Research wise, the air campaign meant the

WA didn't get a ground breakthrough until 1941, no CTL result until 1943, and no extra ground units until 1942.

Tim: Japan took its M20 mobilization in Wi'40, mobilizing infantry (which could be built in Su'41 and used in a Fa'41 attack). I prefer attacking later rather than earlier as Japan, but with tensions rising quickly in Europe, Fall 1941 was the latest turn that would be guaranteed "safe" for Japan to still be at peace.

In spring 1941 Japan spent another 6 BRPs to clean up the isolated Chinese behind its lines before going to war with the WA. They also occupied Saigon, tipping their hand for a Fall DoW. The continued expenses in China (~20 BRPs of limited offensives, plus combat losses) was a strain on Japan. Growth was too low (24) in the 1941 YSS to get an extra RP. The expenses of two turns of war in 1941 were hard to afford. And two complete mobilizations all being added to the force pool in Su'41 were too much to build in one turn.

Germany launched a daring fall 1941 attack in Southern Russia involving the Italian navy with a seaborne invasion to "punch" one of the beaches at the crossing arrow, and exploited armor from a ground attack to knock out an IC and threaten the oil (the infantry on the beach would limit the exploitation if not killed). The Russians were able to contain the attack, and isolate 6 armor units which would never be rebuilt. Germany also caught Russia off-balance with a sea transport into Helsinki, an attack on Leningrad at 1:1 (a 4-6 vs a 1-3), and airdropped into Leningrad after the exchange. Units were transported in to reinforce, but they were later killed in winter via attrition.

At the end of 1941, Germany had only 8 air built. Germany's piles of unbuilt units were accumulating, so Russia launched an armored attack in Fall 1941 into East Prussia encircling a few units. Russia also took as many 1:1s as it could, anytime it could kill a German armor unit. Towards the end of 1941, both Russia and Germany had a lot of dead units.

Pacific: Tim launched an early Pearl Harbor attack, and achieved maximum surprise. I think 2 carriers were sunk. The following turn, he launched ANOTHER carrier attack on Pearl, and sunk a lot more ships. He used up almost all his elite NAS, while the US navy was crippled, albeit rebuilding rapidly.

Tim: Japan attacked in Fall 1941, with tensions at 27 (29 -1 for the effective tension roll, -1 for an uncountered Japanese strategic MAGIC card). Two carriers were caught and sunk at Pearl Harbor (but only one destroyed), and all three oil were destroyed. Not much else, though.

The DEI were conquered, along with Rangoon. Malaya was taken and Singapore isolated. Small invasions of Guadalcanal and Tarawa succeeded. Wake and Lae were taken. Rabaul was defended with three factors, and not attacked.

On it's DoW+1 turn, Japan fought for a mountain hex in northwestern Burma (the Allies had defended heavily there) and took Manila and Bougainville. A carrier raid on Pearl Harbor sank two more carriers, but Japan was down to about 10 eNAS after just two turns of war. Singapore was attritioned, but took no losses.

The expenses/losses in China and two turns of war in 1941 were a bad combination. Japan ended up deficit spending 9 BRPs in 1941. :-)

1942. In 1942, the WA bombing campaign stepped up. Britain had 7 SAC, the US had 6, 2 air range results and 1 extra SAC result. Germany could never get its air force strong enough to stop bombing. The WA began firestorming 2 cities a turn. Russia was mobilizing air and armor, and began using shock results to kill more Germans (despite the growing number of dead Russians). The allies were producing partisans everywhere (the start, plus extras for USSR and WA) to further drain German BRPs. As Bruce described it, the allies were playing with "The pedal to the metal".

Tim: Two Allied TFs appeared in India in Wi'41, forcing Japan's hand in Singapore (they threatened to escort supply into Singapore). It was taken by assault at 2:1 in Sp'42. Another mountain hex in Burma was attacked and taken, too. Rabaul was finally taken.

Midway was taken in Su'42, just to keep the Allies off balance. One more offensive in Burma got the line almost to the typical location, but the WA never did lose the northernmost J/M hex on the Burma/India border.

Ploesti was cut off around Fall '42, but oil would not be a problem for Germany. Itlay surrendered in Fall(?) as well due to a 2:1 attack against a mainland beach, and an exploiting armor unit.

Tim: In Fa'42, the WA cut supply to Lae, moved a 2x2 out of Port Moresby overland, and attritioned out the defender. In Wi'42 Japan responded by pulling together everything it could scrape up for a 2:1 assault on a DM6 (!) Port Moresby (a single 2x2, with +2DM for j/m, +1 for a beach defense, and +1 for an amphibious assault with not enough marines). It fell in a bloody full exchange, but a strongly-held Japanese Port Moresby dissuaded the WA from attempting anything in New Guinea until too late.

The WA TFs in Colombo had 6 British CVLs, which attacked the Japanese fleet in Singapore, damaging a carrier.

No Japanese growth in 1942. :- (But at least no more deficit spending! :-)

1943: In Spring 1943, the Russians took a 1:1 against a fortified Berlin (with 2 armor and 5 airborne). A "1" result cost Russia over 100 BRPs. They then spent 84 BRPs on air, and tried again in the summer, successfully.

The WA never launched a real "D-day". They did a token landing to get forces in France in Spring 1943 against empty beaches - most German units had moved eastward. This would allow a WA attack against Berlin (during exploitation) if Russia lost another 1:1.

Pacific: The WA never made any real progress against the Japanese defensive perimeter. Waves of Russians eventually blew open the North in 1943. The entire British navy, army and air force was sent to the southwest, but it was never effective (despite having more carriers than the US until late 1943). The WA forces eventually pushed through Burma.

Tim: By 1943, it became apparent that the war in Europe would end early, and Japan had to get its economy under some semblance of control. It did basically nothing in spring and summer. The Russians were going to be able to declare war in fall, and obviously Japan wasn't going to stop them on land. The land war then became all about keeping WA full supply out of China, to deny the WA bomber bases from which to hit Japan. Rather than having the Manchurian garrison slaughtered, Japan pulled it out used it to push inland in southern China with full offensives in fall and winter. Japan attacked the river line outside Canton, an overran a two-factor hex during exploitation.

The units already in China attacked as well, and got one hex adjacent to Chunking on exploitation.

The Russians had a little trouble getting armor to the front lines in Manchuria. They killed everything they could reach, but Japan stopped them from taking Mukden and Harbin for a turn (small victories!). Both fell in Wi'43. So did Peking.

Japan managed 18 BRPs of growth in the 1944 YSS.

1944: America did just enough Island hopping to get bombers and interceptors (with 3 air range results) in range. The WA got their 4th atomic breakthrough in 1944, but crapped out on both Plutonium and Uranium (Uranium plant built in Summer 44, first nuke ready in Spring 45; Plutonium missed completely in 44).

Tim: Seoul fell in Sp'44, as the Russians rushed to get air bases from which their AAF could reach Japan. Nanking and Shanghai fell in Su'44. Shanghai, Seoul, and Pusan with airbases in each (Russia produced Pacific airbases in 1944) allowed 30 AAF + 3 SAC to start hitting Kagoshima each turn.

A Japanese limited offensive in southern China secured the j/m hexes adjacent to Kunming, where the isolated defenders stubbornly refused to die. Yet another full offensive in China saw the Tora 3o3 unit triumphantly enter Kunming in Su'44. At the end of summer, Japan held a very defensible line primarily in the mountains behind the Yangtze, and China had no way of receiving aid.

The Russians held up north of Canton and Foochow, preferring to let the Nationalists and/or WA take those bases.

The swarm of WA units coming through India was impossible to stop, and not even easy to slow down. Fortunately the terrain is terrible. Mandalay was fortified, but the j/m hexes on the border fell like dominoes. By Fa'44, the Burma Road was open except for the two endpoints. Mandalay fell to American 5o3s in Wi'44, and Kunming was isolated. The WA were adjacent to Hanoi.

1945: A second nuke would make Japan surrender in Winter 45.

Tim: Japan's last small victory on the continent was successfully evacuating most of its units (including the 3o3 Tora) in order to garrison Singapore, Manila, Taipei (Russian airdrops were becoming a threat), etc.