

# A World At War Tournament, World Boardgaming Championship, 2008

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By Gamemaster Mike Crowe

## **Introduction**

This document provides a complete report on the A World at War Tournament at the 2008 World Boardgaming Championships, held August 5-10, 2008 in Lancaster, PA. It begins with an overview of the tournament and the plaque winners. It provides a table summarizing the results of each match. And it provides a complete description of each match, written by the participants.

## **Overview**

The A World at War family continues to grow. This year boasted twenty seven participants for part or all of the tournament (25 full time), competing in six full campaign games. All games made it to early or mid 1945. Three matches played to completion in Europe. Two matches played to completion in the Pacific. The games resulted in three ties (!), two Axis victories, and one Allied victory. The most convincing Axis victory was a successful invasion of Britain. The other Axis victory resulted from a failed invasion of Britain, overrun of the Mediterranean, 1941 invasion of Russia, hex control in Spain and conquest of Gibraltar. A traditional Barbarossa was tried in three games (one Axis victory, and two ties where the Axis lost in Europe). This was the first convention without Berchtesgaden as a potential Axis redoubt. In 2007, there was 1 Axis victory, 3 Allied victories, and 1 tie. Game balance does not appear to have suffered, although only one Axis player pursuing a traditional Barbarossa campaign won in either year. In the high technology arena, jets were the most popular project for Germany, but advanced subs made an appearance in two games as well. Both projects now require fewer research points, but appear later in the game, and in lower quantity. The atomic bomb proved key for the Allies in two games. In one game, Germany stopped one attempted atomic bomb drop, and Japan stopped two, although it eventually succumbed to an invasion aided by a tactical nuke. The end result was a tie. In another game, the Allies used two bombs tactically to advance in France, and would have dropped enough on Germany by Winter 1945 to insure an overall tie. In the same game a bomb drop was attempted on Japan in Fall 1944 but failed.

Most games incorporated the newly proposed rules for accumulated damage to ships during naval combat. Most players felt that this added excitement to the naval battles, and usually shortened them, as players were reluctant to risk multiple damaged ships in a follow-on round. This rule has been approved. Most games also incorporated the new Japanese resistance modifier for territorial control of island groups and other objectives, and players felt that this encouraged more naval battles in the Pacific. This rule will also be incorporated. The following changes were proposed after the convention and are likely to be incorporated: revising the kamikaze rules to increase their impact and simplify their use; sacrificing Japanese BRP base to uninvert units; uninverting countered air in the Japanese Home Islands to allow defense against bombing; reducing the impact of the second and subsequent atomic bombs on surrender level; eliminating the increase to Russian BRP base for captured Russian ICs. As you may know, the first edition sold out earlier this year. Game designer Bruce Harper is close to finalizing the game for publication of the second edition. Look for it in 2009!

## Plaque Winners

1st - Chris Goldfarb (Best Overall)

2nd - Rob Carl (Best Allies, Europe)

3rd - Greg Wilson (Best Axis, Europe)

4th - Randy Scheers (Best Allies, Pacific)

5th - Bruce Harper (Best Axis, Pacific)

6th - Don Stanley (Best Newcomer)

## Game Summary

Match	Axis	Allies	Axis Strategy	Allied Atomics	Europe End	Pacific End	Game Result
1.	Jim Sparks and Bruce Harper	Elihu Feustal and Randy Scheers	Barbarossa	1 bomb in 44, 4 in 45	Spring 1945 (1 point Allied) (Actual)	Winter 1945 (1 point Axis) (Actual)	Tie
2.	Ed Schoenfeld and Dave Hanson	Bill Humphrey, Tim Francis and Markus Kässbohrer	Sea Lion	2 bombs in Spring 1946	Winter 1946 (6 point Axis) (Projected)	Spring 1946 (2 point Axis) (Projected)	8 point Axis
3.	Greg Wilson and Chris Goldfarb	Jason Moore and Tor Abrahamsen	Med and 1941 Barbarossa	1 bomb in Spring 1946	Spring 1946 (3 point Axis) (Projected)	Spring 1946 (2 point Axis) (Projected)	5 point Axis
4.	Joe Brophy and Vic Hogan	Kevin Milne, Rob Carl and Paul Milne	Med	1 bomb in Summer 45	Fall 1944 (3 point Allied) (Actual)	Fall 1945 (tie) (Projected)	3 point Allied
5.	Jon Hogen and Ken Cruz	Mike Crowe and Don Stanley	Med and 1942 Barbarossa	1 bomb in 44, 4 in 45	Winter 1945 (2 point Axis) (Projected)	Winter 1944 (2 point Allied) (Actual)	Tie
6.	Larry Torrance and Brian Conway	Stephen Erikson, Richard Kent and Jerry Smolens	Barbarossa		Winter 1944 (2 point Allied) (Actual)	Spring 1946 (2 point Axis) (Projected)	Tie

## Detailed Game Descriptions

### *Game 1*

European Axis:	James Sparks
Japan:	Bruce Harper
Allies Europe:	Elihu Feustel
Allies Pacific:	Randy Scheers
European Result:	Axis surrender in Spring 1945 (1 point Allied win)
Pacific Result:	Axis surrender in Winter 1945 (1 point Axis win)
Overall Result:	Tie

*Game narrative provided by Randy Scheers.*

**1939-40.** The war started very traditionally. Poland fell with minimal losses, and then France fell on schedule. Britain was bombed several times and was forced to deficit spend. Germany took out Yugoslavia and Malta.

**1941.** Germany initiated a normal Barbarossa and did the usual mauling of the Russian army. The big surprise was the U.S. entering the war in Europe in Summer! Between three turns of bombing, some transport losses, and a few too many Italian offensives, the USAT grew faster than Germany anticipated. Because the U.S. entered the war, Britain was able to send two 3x4s and a British TF into Singapore. Japan was not amused! Japan attacked Pearl Harbor in Winter and sunk a carrier and a bunch of light ships. On the amusing front, the Nationalist Chinese liberated Foochow from the Japanese.

**1942.** Germany continued to attack in Russia, eventually taking Leningrad and Moscow and threatening Stalingrad and Rostov. The WAs took Norway and started seriously bombing Germany. Japan took the Bismarcks, the Solomons, built a port in Guadalcanal, took New Hebrides, air dropped on Noumea, and took New Caledonia. At their high point, Japan controlled 9 island groups and got +2 resistance points a turn. Japan finally captured Singapore

**1943.** The U.S. and Britain landed in France and started to expand. Strategic bombing continued to grow and was definitely impacting the Axis. Russia was a mess of attacks and counter-attacks, but by the end of the year Russia had reclaimed most of the ground lost in 1942 and was on the attack. In the Pacific things remained pretty static, with small invasions on both sides and several naval engagements, but no significant movement. Japan lost several carriers and the U.S. lost several large battleships but there were no disasters. Southeast Asia remained static, but the Communist Chinese liberated Peking; and the Japanese presence in Asia was down to Canton, Shanghai, and Nanking.

**1944.** The Allies made very serious gains in Europe. Italy surrendered in spring, and Germany pretty much abandoned everything but the homeland in summer. The Allies closed in on all sides, and tried to finish off Germany by dropping an atomic bomb on Berlin in winter. With all of the Axis air committed to stopping the bomb, Germany succeeded in stopping the Allies from

getting through. With the U.S. subs mauling the Japanese transports, Japan abandoned most of its conquests and traded space for time to prepare the homeland for the inevitable assault. Japan did retake Foochow to keep the U.S from using it.

**1945.** Germany fell in spring; Russia attacked Berlin at 1.5:1, rolled a '1', attacked a second time and rolled a '4' to force an exchange. The WAs then attacked at 3:1 (it would have been 1.5:1 without the Russian exchange), Berlin fell, and Germany surrendered. In the Pacific, the U.S. dropped an atomic bomb on Kagoshima in spring. They captured Okinawa and the Chinese coast in summer but failed to drop an atomic bomb on Osaka. Russia captured Manchuria in summer and Seoul in fall. In fall the U.S. tried to drop an atomic bomb on Osaka again, but the Japanese stopped them. The U.S. also invaded Kagoshima. Japanese kamikazes and the Japanese navy (which was still pretty much intact) fought their last battle. The U.S. eventually won but did lose about half of the invasion force in the combat. The invasion ended up being at 1.5:1, but with the aid of a tactical bomb no losses were taken. At the end of the fall the Japanese resistance level was '2'. In winter, Japan easily fell.

**Summary.** Europe was a one turn win for the Allies; Japan was a one turn win for the Axis. The net result was a tie. There were the usual good and bad research rolls on both sides; the one thing that stood out was the Allied atomic program, which generated more bombs than could actually be used.

The big 'twist' to the game was the U.S. entering the war in Europe in summer 1941; this had a huge impact in both Europe and the Pacific. Germany did well after that to survive until 1945.

The cumulative resistance for island groups worked well in the Pacific. It causes both sides to contest the island groups. Japan did well, and at one point had +14 resistance points for island groups; at the end this allowed them to survive one more turn.

## Game 2

European Axis:	Ed Schoenfeld
Japan:	Dave Hanson
Allies Europe:	Markus Kassbohrer, Bill Humphreys, Tim Francis
Allies Pacific:	Markus Kassbohrer
European Result:	Axis surrender in Winter 1946 (6 point Axis win)
Pacific Result:	Axis surrender in Spring 1946 (2 point Axis win)
Overall Result:	8 point Axis win

*Game narrative provided by Markus Kassbohrer, Ed Schoenfeld, and Dave Hanson.*

**1939: Fall:** Germany takes Poland and raids with two groups of one PB2 each. Graf Spee is sunk (possibly the last historical turn result in the game!).

*Winter:* Sitzkrieg. Finland gives the border hexes to Russia.

**1940: Spring.** Germany DoWs Belgium, Netherlands, Denmark, and Norway. Italy stays neutral. Overrunning a UK 3x4 contributes to sweeping the northern wing of the Allies (but not taking the Netherlands or Norway), while a paradrop against an empty hex SE of Paris means the Allies can move only one French 2-3 into the capital. The Allies contest in the air and their dice are hot (this particular set of dice is retired after the next turn). The Axis lose a total of 12 AAF, two armor and some infantry. The UK lose 6 AAF. SW total damage is 1/1, the Japanese attritions do 6 against the Nationalists and 1 against the Communists. The WA eliminate the German paratroops and build. The French build something of a double line that is open in the north. No UK air production; no Russian military production.

*Summer:* The Germans break through the Maginot and the Italians (now in the war) through the Alps. Paris, Lyons, and Marseilles are taken. The French Surrender Level is +2 (after getting one level back for AF co-operation). The Japanese attrition does 7/1. SW modifiers are even but surviving subs bump the damage to 4/2. Libya is not supplied, Malta is (with a 3x4 and replacement in it). Russia takes Bessarabia.

*Markus:* I was told my opponents had planned to take Greece (with then neutral Italy) in 1940.

*Ed:* As one of the opponents in question, I can confirm that this is correct. But the real point was to get the Greek campaign going while we made a diplomatic roll for Yugoslavia, after the conquest of France, but while Italy was still neutral. But we aborted this strategy after the Axis took heavy air losses in France. The decision to abandon the Italian DOW on Greece was taken because we saw the chance to get a much better surrender in France, if we activated Italy normally, and attacked across the Alps to take Marseilles on exploitation (Lyons was taken by exploiters from the north). This possibility had been a consideration in our strategy even in the original discussions. It doesn't seem that the way Greece plays in the game changed at all, which I suppose is the best evidence possible that the force pool change was neutral. Air losses, or more precisely the inability to build enough infantry to be entirely comfortable with attacking Russia, did play a role in our becoming open to a Sea Lion campaign.

*Fall:* Scharnhorst and Gneisenau raid and kill two transports. The subs do 5/2, again mostly through surviving factors. The WA keep converting destroyers to transports. The Axis call Bulgaria (associated - with a DP!), Rumania (ally), Hungary (only 5 BRPs), Yugoslavia (no effect) and Finland (no effect). Germany bombs Britain for 10 BRPs (Britain opposed with 5

AAF and had placed another 5 AAF in Liverpool, which Germany counterair with 10 AAF). The British conquer Vichy Lebanon and redeploy 3x4/3x4/2o5 to South Africa.

*Winter:* Vichy reacts and sends infantry to Casablanca. The Axis DoW and conquer Yugoslavia. Bombing does 16 BRPs (same defense). Scharnhorst and Gneisenau raid, encounter a cruiser and a CVL, and damage both. The Axis curse the dice as they had hoped to sink the carrier. Oslo is finally taken and Bergen, having been emptied of the South African 1x3 defending it in a 1:2 attack, becomes German-controlled as well. Japan does 6/1 to China and goes into northern FIC. The UK begins the turn at 2 BRPs after the gain for Lebanon-Syria and uses a U.S. grant of 6 BRPs plus three points of deficit spending to build up defenses in Britain (all lost transports remained unbuilt this turn). Britain is defended by 3x4s on Portsmouth, the Essex beach and London, replacements on the other beaches, and the French foreign legion between London and Plymouth (it may have been better placed in London, but there are advantages to either placement).

**1941. Spring:** The Axis and WA both place a spy ring in Spain. Vichy becomes an Axis minor ally as an Axis maximum DP stack is unopposed (so many targets, so few Allied DPs). Hungary also joins the Axis. Italian supply to Libya - escorted by two TFs - is intercepted by TFs from Gibraltar and Egypt. HMS Hood and Giulio Cesare are damaged, an Italian CA4 is sunk and a UK CA2 is damaged, then sunk by an Italian sub (always the death ray, these guys). The UK subs roll crap and do nothing (one is killed). The Axis invade Britain. The Allies did not intercept and the Axis took the Kent beach and London in exploitation, with an airdrop into Great Yarmouth for good measure. The attack on London was a 12:6 as the Axis had two air transports and therefore could do two airdrops. USAT = 36, RGT = 30.

*Markus:* In retrospect, for Spring 1941 there was a 2o5 I had redeployed to Egypt (from South Africa, where I had put it for the Winter turn) to allow me to exploit there (which I did, ultimately giving us the space to retreat that later allowed us to check the Axis before they completely shut down the Middle East and came at Russia from the south). I should have brought this guy back to London as my gut had told me.

*Ed:* We had considered invading England in Fall 1940 and rejected the idea, because we felt any foothold we established would be too precarious. It is **amazing** how much stronger the Axis invasion looks with 8 DD available, allowing one 2o5 to be sent along to exploit from the invasion hex. I do not think another 2o5 in England would have stopped us, but it might have kept us out of London on the Spring turn and generally slowed the advance – that might have been crucial later on.

The U.S. funds construction of the Canadian infantry and two shipbuilding points. After some deliberation (there would have been the possibility of doing a submarine attack on the Kriegsmarine, but there was of course no torpedo advantage yet and two dice on the big German ships didn't sound so enticing), the Allies conduct a three ship carrier harbor attack on Taranto, sinking three BB3s in port. This allows them to transfer a substantial portion of the Mediterranean fleet to the Atlantic, placing them with three solid TFs there (one of which is in Gibraltar). 3 AAF and an SA 1x3 come as well. The UK produce a 3x4, 2o5 and fort and throw up a line from the Welsh mountains to the North Sea, centered on fortified Manchester. Russia produces a 4o5 and mobilizes four 3x3s. Britain breaks through in Egypt to isolate all Italians east of the El Agheila gap. Malta is unsupplied and goes iso-2.

*Summer:* The Germans counterair some British air, and the British go for unescorted German supply. Fifteen air are drawn off, a BB4 and CA4 are sunk, then the British interception is called

off. The British feel this is an acceptable price for weakening the Axis attack. The Axis attack the hex east of Manchester, which was defended by a 2o5 and something else (I think a 3x4). For the record, the third hex of the line was the Welsh mountain, defended by 3x4/1x3 (which proceeded to move to Liverpool based on limited supply from Manchester, and were killed by the Axis there next turn). The Axis were operating with around 30 AAF, so they still had enough juice to do something bad.

*Markus: Manchester held out for several turns before the Axis finally took it after isolation had whittled down the fort.*

*Ed: The Axis produced NAS in 1940 and again in 1941, for a total of 6 German and 3 Italian. These paid benefits throughout the game, as I was able to keep a strong LBA attack force against the British fleet while still using most of the Luftwaffe for ground support (or, later, DAS).*

Subs do 1/2 (11 BRPs damage to Britain). RGT are 39, USAT 42, USJT 23 (oil embargo; Japan goes into FIC). The Axis re-deploy a 4o6, 2o5, 3x3, 3x3 and 2x3 to Tripoli to save North Africa. The Allies are one hex short on their interception. Japan does 3/1 in China. The second Allied player (Bill Humphrey) arrives and takes over the Western Allies in Europe. Tor jokes "that's what you get for coming late". The U.S. double mobilize and fund more Canadian construction. The KMTs inflict 2C. The Allies build their Pacific infantry. Troops are moved out of Egypt to South Africa and the Pacific. Malta is supplied (in the battle, at raw numbers 2:1 in favor of the Axis, the Vichy and both Italian BB4s are damaged, an Italian CA + DD sunk and a Vichy CA damaged). The UK loses two BB3s damaged, 2 cruisers damaged, CA6 and DD sunk (which prevents us from sea transporting and redeploying the 3x4 in Suez to Dacca).

*Fall: Germany takes Glasgow, Rosyth and Liverpool as Britain didn't intercept supply (and thus soak up German air). Both British subs are sunk on defensive patrol (but that did take significant German air). Libyan supply is fought over. Only the cruiser in Malta intercepts, and it and a Vichy cruiser are damaged. Subs (now 7) do a 5/5. Britain will incur the construction oil effect (to no effect). The Axis are retroactively allowed to roll for Greece, with no effect.*

*Winter: The Axis roll for Spain and get volunteers, which are promptly shipped off to the Eastern Front. Germany declares war on the US, and the sub war begins in earnest. (At +6, the subs do a total 7/6). Interception of Axis supply to the UK results in a CA4 damaged, and Warspite and the Valiant sunk. The Germans push forward in Libya.*

*Markus: The interception attempt continued maybe a hex or two further than it perhaps should have.*

*Ed: Re: The retroactive diplomacy rolls, Dave pointed out to me that the Spanish volunteers result did not require Germany to be at war with Russia. Markus and Bill were kind enough to allow us to take our normal winter diplomacy roll for Spain and make a 'retroactive' roll for Greece as of the Fall turn. I do not think either roll had any real effect on the game.*

*(Winter, cont.)* In the final chance at an offensive before US ground and (especially) air forces begin to arrive, the Germans overwhelm the mountain hex north of Rosyth and exploit to the hex west of Loch Ness. This marks the furthest extent of German advance in Britain - it looks like Winnie finally stopped them in the Highlands! Germany sets up a double row of two unit stacks along the pact line in anticipation of the much touted Russian juggernaut.

Britain takes the construction oil effect. The Germans try to cut supply to Scapa Flow and eliminate the Allied units north of Loch Ness. An enormous naval battle ensues, with accumulated hits counters flying about everywhere. In the final round, the Germans find each of the three allied task forces, so Bismarck, their only remaining ship, faces down a previously



untouched Allied task force, while the remaining 11 German air factors gamble on air striking the carrying task force, which had been reduced by a previous round of combat. With a choice of two task forces to attack, the German air pick the wrong one, and the British are saved! In the end, there is no more Kriegsmarine (except for some DDs that didn't intercept because they didn't fit into the 25 factor TF limit), but three US/UK TFs have been whittled down to just about one. Fleet ratio will be an important factor in the British surrender level from this turn forward.

Russia declares war. Various 1:1s result in losses for both sides. French and Rumanians are counteraired, and a Russian 4o5 exploits into Rumania. A 2:1 on a 3x3 in the exposed East Prussia hex comes up a "1". Two 3o5s exploit adjacent to this hex from a breakthrough obtained elsewhere, but two German AAF fly DAS, and only one Russian AAF is left to intercept it. Air combat eliminates one AAF from each, leaving the attack a 6:4. The result is an "a" again. (The Defenders of Tannenberg are victorious!)

*Pacific:* Japan attacks with a somewhat disappointing Pearl Harbor. No carriers are in Pearl, one BB3 is blown up, two are sunk in port, and two damaged. There is no second strike. The American air is killed. The Allies hid their DDs in the carrier TFs and had been diligently using empty shipbuilding slots to build DDs (when they couldn't help the UK), so the Japanese saw CA14 and only DD2 in Pearl. The Japanese lose two AAF in the Philippines counterair.

*Markus:* *Having a reputation to lose, I did build four BB5s as well!*

Japan uses a very effective but utterly non-standard invasion scheme, marked by a seaborne invasion of Singapore that isolates two Indian units in the Malayan Peninsula, after exploitation from Singoara takes Kuala Lumpur. Japan also takes Wake, Lae, Kavieng, lands on New Britain, and takes Brunei and Palembang. Japan produces an SBP and lays down two CVs and two CVLs.

The Allies use their 10 DDs to deploy a large number of ground units to the South Pacific (Nauru and Tamana in the Gilberts, most of the Solomon's, reinforcement of PM, 3 NAS and I think a replacement to the Aleutians). Guadalcanal gets a 2x2, Nauru a 2x2 and 1x2. The British Indian armor advances from Ledo into Burma, to get it killed for use in Europe as soon as possible. The Battle of the Atlantic prevents the Allies from laying down as many CVLs as normal - only four I think. The Pacific sends back a battleship to support the Atlantic fleet.

*Turn end:* British surrender was calculated at a comfortable +2 before applying fleet levels (we always calculated that last in order to save our brains the task of counting factors).

*Ed:* *With Britain dependent on transports, the European map has become an entirely economic game - Germany must try to win the sub war in the Atlantic while rebuilding all of its losses on the eastern front. The Allies want to overwhelm Germany's UCL and force the Axis to abandon the sub war in order to save Berlin from Stalin. They would also like to cut supply to Britain (London is not an Axis limited supply source until Britain surrenders), but Germany manages to keep sufficient air over the channel to make the Allies wary. Meanwhile the Axis hopes the need to feed Britain prevents the construction of ASW and (especially) CVEs, so that the modifiers in the sub war do not turn against them before the advanced subs arrive in (probably) 1944.*

*Probably the most controversial decision the Allies made was to have Russia declare war against Germany in winter 1941. Conventional wisdom states that Russia should grow in the 1942 YSS and declare war in spring 1942, so as to have a bigger base and more BRPs as the war continues. Markus calculated that the BRP effects were actually equal through 1943. Although the increased base would have allowed more Russian builds, Russia never really was under UCL pressure - they did run out of BRPs in general during winter turns, but that was*

*more because the U-boats severely restricted the Allies ability to send grants. Meanwhile, the immediate pressure of a Winter DOW probably prevented the Germans from taking Suez.*

**1942. Diplomacy:** Russian spies find 6 Axis DPs in Spain, and deter an Axis roll for the country. The Axis air spy ring is finally eliminated. The Axis roll for Ireland with 3 DPs and get a "7". The Axis also get Vichy as an ally.

*Production:* Germany produces 4 AAF, 4 subs, 3 forts, and an Italian 2o5.

*Spring: Atlantic and Med:* The Atlantic is brutal again, at 8/6. Germany takes a 1:1 against the Scottish mountains .

*Markus:* *A sign of desperation as well as victory disease! Unfortunately, they rolled a "6".*

*Ed:* *This was really the last gasp – an attempt to restrict the number of hexes the Allies could put ground units on in hopes of forcing a more rapid British surrender. But too many Yanks came too soon . . .*

An Axis attrition against North Africa yields a 2C (*Markus:* - *it's getting a bit empty*). An attempt to close the eastern Med (Palestine was invaded in Winter 1942) fails after the Allies sea transport an American 5-6 into Suez and get sufficient blocking forces to Basra.

*Russia:* Germany counterairs Russians, 6 GAAF and 10 RAAF lost. They also take a 16:12 against the exploiting Russian armor, which on a full Exchange comes to a more sensible result. A 16:9 exploitation attack closes the gap between the Carpathians and the sea again. A 62 factor attrition in the east is pretty brutal (9C/4H) despite a Russian CTL increase (finally).

*Pacific:* A Japanese invasion of Bougainville (Solomon's) is turned back by MAGIC (no Japanese patrol). An attack on Midway fights off three one NAS air attacks to land (the Allies subsequently observe that it is very difficult to take Midway back as the ranges make it hard to consistently intercept supply). The Japanese take Johnson Island as well. Rabaul is taken in a full Ex (CA2 sunk). The DEI is cleaned up and the British armor sent home at 1.5:1. Japan takes the northern Gilberts. Japan announces Wangs and INA.

*Markus:* *Did I say Japanese IPs are too much?*

*Ed:* *This is a game in which Japan went for (and got) two intelligence BTs and consistently used RP as well as IPs on Intel projects. So you can't really conclude anything about the IPs based on this – we would have gone for Wangs regardless, and the INA actually came on a later turn (I think) after Dave had taken Dacca.*

Japan launches a CV3, 2 x CVL, Yamato and an ASW. A Japanese sub inverts an Allied transport. The Allies take the ground oil effect, as they can ship only two oil due to the Japanese sub. The U.S. builds the Alaska highway (and will use it every turn from now on). The Allies produce an Indian 2x2 and an Australian 2x2/1x2. Ground units are placed on all Hawaiian Islands, with special emphasis on Oahu. Some army air and NAS goes to the South Seas (*Markus:* *less than five AAF, but it's a start*).

*Summer:* Japan takes Dacca and Trincomalee. Reinforcement of India had been hampered by difficulties in Europe (*Markus:* *I had not remembered that Japan gets resistance points for India as well, otherwise I might have given this theater a higher priority*). I think this was the turn where the Japanese attempted to raid in the IO with two battlecruisers and a CV3. The Allies were a bit strapped for ship categories, and ended up opposing with only a single cruiser, which was incredibly lucky to survive an airstrike with only damage, forcing the Japanese to send one BC for gun combat, leaving only one to do negligible damage to the transports. The Allies invade Kavieng and Hollandia, and reinforce Port Moresby. I think it was about here that the

Allied naval DRM increase came through. *It was a long and winding road (Allied research in general had a number of pretty dismal patches).*

*Fall:* Japan takes Calcutta and is otherwise quiet. Lae (under 7 US NAS), is unsupplied. Japan reinvades Hollandia (from China, at 2:1) and tries Kavieng (also at 16:8, but balks at the second round after rolling a "1"). Japan does 1/1 in sub SW. The Allies counterair Manus (2 AAF + 1 AAF inverted, 1 NAS) and Rabaul (4 AAF, 2 AAF inverted). An isolated attrition against Lae fails to gain a hex. The Allies convert DDs to ASW. U.S. subs do 3/2.

*Winter:* Japan retakes Kavieng (using four TFs) and attritions China for 5C/H. Lae goes "isolated-2". Japan counters some air. The Allies counterair back. U.S. subs do 3/2. Attrition does 1C to Lae. With almost no army air, the Allies do not have enough LBA in the Solomon's/Bismarcks to venture forth with their (*still much inferior*) fleet. In about this time frame, they "lent" a 25 factor TF (*mostly old battleships, but still...*) to Europe to keep the British Resistance Level up.

*Europe (Summer through Winter):* We stopped writing up each turn in Europe as it has become a siege game – the Russians attrition and make limited attacks on their player turn; the Germans attrition back and attack back on the next Axis turn. We calculated later that on average the Russians gained one hex row per year – there was no significant breakthrough anywhere until 1944. Meanwhile Germany added the maximum allowable conventional subs each year, eventually pumping shipbuilding up to 8 in order to rebuild the casualties. Germany was able to afford the extra construction limit by producing an oil factory in 1942 and drawing down the oil reserve in 1943. Meanwhile, the Axis slowly rebuilt their fleets, build Vlasovs (results in 1941, 1942, and 1943) and consistently produced Italian infantry to take advantage of the Italian UCL. By the end of the game, almost the entire Italian force pool was on the board.

**1943. Diplomacy:** The Axis get Spain as an ally, leading to the last of the Axis 1:1 attacks – two Spanish 2-3's and 2 AAF against a single replacement in Gibraltar, which succeeded on a '6.'

*Europe:* The British are trying to find a way out of Scotland (and towards Berlin). The Allies produce a commando, which leads to "The Longest Turn" in Summer 43 as the Germans use every single redeployment and air transport they have available to reposition against an invasion threat. The Russians and Germans are grinding at each other across the Pact line. The sub war continues as the Germans reach 15 subs and 6 shipbuilding, and still have positive to even modifiers.

*Ed: The Allies really should have built CVEs in order to turn the modifiers around, but the light shipbuilding slots available in England (even with Glasgow occupied by the Axis) can't be used because the British UCL is so low -- Britain has a useable base, including the commonwealth, of 41, enough to allow deficit spending, but usually not enough to build much of anything after the BRP losses from submarines are deducted. In the post mortem, we speculated that the Allies might have been better off letting Britain surrender.*

*Pacific (narrative provided by Markus):*

*Spring:* Japan reinforces Lae and Kavieng and crosses the Ganges. The Commies take 2C. Japan produces a SBP, 2 ASW, a NAT, 5 BRPs of air and the air transport. Japanese SW at -3 does a 0/1. The Allies counterair Rabaul. Subs do a 0/2 with no survivors and an even modifier. The Allies build an artificial port in Nauru, and produce an airbase (*very useful*).

*Summer:* The Japanese sea transport troops into China, airdrop on Chunking, attack with Marines out of French Indochina, and get a 3C/H on each Chinese faction (*the Commies begin to melt away, having previously given the Japanese significant trouble*). The Allies successfully

invade Kavieng, and Majuro (Marshalls). In the course of this they also sweep the Marianas of Japanese army air, and try for Eniwetok. The Japanese intercept the small invasion with a small interception. An Allied TF counter-intercepts and the Japanese (*no doubt stacked to the gills with tactical cards*) (*Ed: The intelligence research plan added 5 Magic Cards, including 2 Tactical*) are salivating at the prospect of a big naval battle. The Japanese destroyers find and annihilate the Allied invasion before the Allied TF arrives and everyone goes home. The Japanese destroyer commander is reprimanded. An Allied invasion of Ponape is also successfully intercepted (*I think*). The Nationalist Chinese, despite the loss of Chunking, are at a non-negative Resistance level for the first time in many turns, and promptly move into Burma. I think the Majuro invasion was also intercepted by a Japanese TF, which was counter-intercepted by two Allied TFs. The Japanese TF was composed almost entirely of Lights. They first got a hidden fleet combat against an Allied carrier TF, which they tore up pretty badly. In the next combat round they found Allied CGs 2 and 3 - if the Allies (with three dice) wouldn't find them they would be in real trouble. The search dice were kind, though, and a fresh Allied carrier TF tore the Japanese to pieces. In the end, the Japanese had lost about a quarter of the IJN (*albeit the least useful quarter*) and the invasion had gone through, although it could have gone otherwise. *Markus: The Allies later muse that if they had taken Manus instead of Kavieng, Hollandia could have been that much easier next turn. However, their one post-combat airbase placement was already assigned to the Marshalls, and Kavieng is a city while Manus would have required another airbase.*

*Fall:* Japan counterairs Kavieng. Japan uses an extra oil for naval uninversion. A Japanese offensive in China exploits to near Chunking. The Bismarcks, Lae, the Gilberts and the Marshalls are unsupplied. The Japanese air transport infantry to Chunking (*in retrospect, I think this was illegal because Chunking was not fully supplied at the time*). The Japanese sub is sunk in SW. The Allies take Hollandia, land on New Britain and take Manus. A "1,1" on Hollandia causes painful losses. Straight after that a 12:6 on Japanese infantry in the Himalayas also turns out another "1,1". The Allies are stunned and refrain from further offensive activity. Their subs do 4/4.

*Winter (from Dave):* The Japanese are in central India, have just destroyed the Chinese (to a certain degree), and are strongly defending the Bismarck's barrier. However, the Allies have Kavieng, Majuro, most of the Gilberts and all of the Solomon's (*Markus: never lost a one of them*), and have eliminated a quarter of the IJN (*Markus: unfortunately, it's only lights*).

**1944: Mediterranean:** The Axis fall back into Libya in 1944, but closing the canal allows the Italian fleet to redeploy to the Atlantic and provide a counter-interception threat.

*Russia:* The Russians take Warsaw and Bucharest and stretch the German lines by bleeding into Bulgaria. A German railhead and fort in Sofia temporarily stem the tide and the Germans manage to keep Ploesti.

*Atlantic:* The Allies invade Ireland (to get a limited supply source and put southern England under German air) and then invade France at Lorient and (with the commando) Brest, but a sea transport of two 4-6 armor and one 2-6 armor which had been in Britain push them back into the sea. With England weakened, the Allies try an airdrop on London, but the sea transport works in the other direction, too! Admiral Raeder heartily approves of Luftwaffe dominance over the channel! Admiral Donitz approves of getting 4 more subs (the final level was 19) plus two advanced subs. Goering likes his two additional Jets. Markus had to leave on Saturday morning before we played the winter turn. In winter 1944, the continued U-boat campaign finally forced a

British surrender at -2. Germany exercised forbearance, and the immediate US election came in at -6, putting the US out of the war until winter 1946, as long as Germany did nothing but attrition. Hitler and Stalin made a new pact, the line running from Constanta along the southern edge of the Carpathians to the Vistula, and then to East Prussia, which stays German.

*Ed on the British surrender:* What happened with respect to the subs and the British resistance level is that once I built out to 19 U-boats and 2 advanced subs in the box, the number of available transports in the Atlantic SW box began to decline. I do not have the exact results here at work, but I believe in winter 1944 the Axis had 19 U-boats and 2 advanced subs against 25 ASW, at modifiers of -1 before Ultra cards. So the Axis tended to have 4-6 U-boats surviving the Allied ASW combat roll that year, and the net line for Winter 44 was something like 8/10 for the U-boats, and 3/3 for the advanced subs, against 26 transports in the Atlantic box, leaving only 2 uninverted transports, and reducing oil shipments to 1 counter. As far as the resistance calculation, the approximate numbers I recall were:

- 3 British DPs: London, Birmingham, Manchester, and Gibraltar, Axis control one hex in Britain.
- 2 for Singapore (still held by Japan) and Malta (net -5)
- 4 oil effects (net -9)
- 4 unbuilt units (net -13)
- +2 US and Russia at war (net -11)
- +1 Russian units west of the pact line (net -10)
- +7 Western Allied Units on the western front (net -3)
- +1 Fleet ratio, with the Kriegsmarine being repaired the Axis had something like 90 FF compared to the Allies 125 or so (net -2)

Net resistance level was -2, but the main difference from earlier turns was 4 oil effects rather than 1. Hence my stating the sub war was the instrument of Britain's final collapse.

*Pacific (narrative by Markus):*

*Spring:* Japan takes a limited offensive in China. It produces a 3x2/2x2, an SBP, a NAT and two ASW. At this time, the IJN consists of 39 factors of carriers, 20 factors of slow BBs, 12 of fast BBs, 10 of BB5s and 32 of lights. Japan sits (*or at least I haven't recorded activity*). U.S. subs do 3/1 (modifiers at this time are +1 air range, +1 torps, -2 ASW, +1 card), leaving 13 useable transports. Japanese interception of an invasion of Ponape fails, Ceram goes through unopposed. The WA roll a "1" on another 2:1 in the plains of India and decline to go a second round.

*Summer:* Japan takes Yenan and Kunming. I think in this turn they used the Kwantung (Manchu garrison) air in China and had to redeploy 5 AAF out of the Pacific to replace it. Japan announces 10 BRPs of air and 5 BRPs of ground production. At about this time Japan secures a ground line of supply between SEA and northern China/Korea, removing (together with Allied conquest of the oil centers this turn) the need for a convoy - much to the disappointment of the Allies, who had been looking forward to intercepting it. The WA take Rabaul (overland), Leyte, Davao (using ground units from PM), Brunei, Sandakan (the port adjacent to Brunei, enabling air to redeploy forward to the red dot), Balikpapan and Palembang (putting air over Singapore). Naval forces would have been sufficient for Palau as well, but two Marines were sitting on New Britain and used in taking Rabaul. The Japanese front in the Himalayas finally starts to turn as another 2:1 succeeds (at a full exchange). A UK TF (*the Axis don't know that it consists of no more than a battleship and eight cruisers*) moves onto the board in India. The Allies finally get

their air DRM increase (*so they are now par with Japanese elite air, one up against normal Japanese air*).

*Fall:* Japan takes the ground oil effect, builds a Wang to reinforce Canton and deploys army air to Hong Kong, Okinawa, Iwo Jima and Guam. Guam is defended very strongly (fort, two strong ground units, airbase, 6 AAF - maybe reduced to four as other areas made their needs known). The Allies invade Malaya with two ground units, Saigon, Hong Kong (with a task force) and Canton with another (a three TF patrol wipes out 4 AAF in HK in one round). The IJN intercepts and is soundly defeated in the ensuing naval battle. Search dice tended to favor the Japanese, but combat dice failed to co-operate (the most egregious example being a sixteen fleet factor shot at an Allied BB5 that fails to do lasting damage on a "2"). I wrote down the accumulating hits in this battle, which kind of worked once I referenced everything by ship name (rather than "the BB5 in CG1"). Frustrated with its carrier air (largely ineffective in the face of Allied CAP and two air defense results), Japan declares Kamikazes. The Allies invade Samar to link their conquests in the Philippines, but a 2:1 across the arrow into Luzon fails on another "1". A partisan in India is overrun by a newly-arrived 5o6 with plentiful U.S. air support (*as there was no place to put them in Europe the Pacific had received 9 AAF and moved them all the way to India; at this point, 20 US AAF were operating elsewhere in the PTO*). A US bombing raid from the Philippines is killed by Japanese army air. Subs do a (largely irrelevant) 6/3 even without a card.

*Markus:* *This was an uncharacteristically cautious Allied strategy that nevertheless placed Japan in invasion range for winter 1944 (although more time would be required to put army air over invasion sites). I am told Okinawa was taken in winter (good show), which would allow escorted bombing with range bonus from spring, and invasions with ground support.*

At the end of the fall 1944 turn, the Japanese cumulative resistance modifier was at +4, because of control in previous turns of objectives in India and China.

*(Editor's note: At this point, Markus must leave to catch a plane).*

*Winter (narrative by Dave):* In the Pacific, Japan realizes it will have a hard time expanding its perimeter against a United States fairly undistracted by fighting in Europe, and turns to a continental strategy, invading India to get resistance modifiers for the objectives there, and in 1944, airdropping on Chunking and breaking the Chinese front with 3-3 armor to get supply there. Asia looks like a quilt, with pockets of Nationalist troops in India and behind Japanese lines, plus the Indian Nationalist, Wangs, Communists and a lonely Russian garrison in Siberia. On the ocean, there are few naval battles but lots of "the Allies invade this island, the Japanese move their air cover and invade it back" types of exchanges.

*Ed:* *Dave Hanson, playing Japan, does an excellent job of understanding exactly how far he can stress the Japanese economy, but eventually runs out of units in fall 1944 (or maybe the US just gets too many :- ) and pulls back to fortify the home islands.*

*Adjudication:* On the Pacific board it is revealed that the Allies have starved their atomic research to feed production in other categories, and will not have sufficient bombs to force a Japanese surrender until spring 1946 (we did the Allied atomic research for 1945 as part of an adjudication process). Invasion prospects look dim as Allied shipbuilding (especially light shipbuilding) had been occupied rebuilding as many as 10 transports per turn in 1944, and Japan had pulled back to fortify the islands in time.

*Dave:* The U.S. seized Okinawa on schedule, in winter 1944. But Japan garrisoned the Home Islands with infantry, forts, army air factors and kamikazes. Also, Japan retained several fortified

Pacific objectives (Midway and Guam supplied, Truk and Kwajalein isolated) which the U.S. would need to take a turn to capture, and also held Singapore, all four objectives in India, Manchukuo (no threat of Russian DoW), Yenan, Chungking, and the usual north China objectives. The U.S. had opened China with invasions at Hong Kong and Canton, pressed Calcutta and isolated Colombo, but remained a long way from the objectives in northern China and Manchukuo. Estimate summer 1945 for invasion of Japan, during which time Japan will have fortified Tokyo and defended the Shikoku beaches (fort already in Kagoshima from winter 1944). The invasion would not conquer Japan by itself. Conquest would have to await the atomic bombs, which were not guaranteed to arrive until at least spring 1946. We estimated that at least two bombs would be needed to take down Japan.... leaving scant bomb material for Germany.

Final results: Europe: Axis survival = Axis decisive victory

Pacific: Japanese Spring 1946 surrender = +2 marginal Victory

Immense fun was had by all. Ed

*Post Game Analysis:*

*Markus Kassbohrer and Ed Schoenfeld*

*Markus:* I thought at least others could learn from what we went through.

- Spring 1941 is not too late to launch a Sealion - this is true even if Germany went into the Balkans (which used to be a "no-go" in earlier times. It may be a prerequisite now, as it gives Germany more BRPs). *Ed: Actually, going into the Balkans before invading England proved to be an advantage, as doing so gave Germany the needed BRPs to execute the growth strategy required to maintain an extended U-boat campaign, while holding off the Russians.*
- Germany has a realistic chance of defending a Konigsberg-Constanta line if it can double-stack it and back it up with 10+ air. (*Ed: And 3 forts per year every year.*)
- The German sub campaign collapses only if they run out of UCL; otherwise (especially if Germany grows) they will be able to add subs fast enough to stay in the game. (*Ed: More exactly, the German sub campaign only collapses if the Allies kill more German subs than the Germans have shipbuilding. In other circumstances, the U-boats can always make a comeback, even if the German 'lightens up' for a turn or so to rebuild losses from other fronts (though the subs never went away in our game).*)
- I see neither of these as bad. I just wanted to help others to more enjoyable games. *Ed: Ditto. I'd play the other side of this game in a heartbeat, even if we switched in the 1942 YSS. I know I'd make different decisions from Markus, and probably lose worse, but it would be fun to try.*

*Markus Kassbohrer, Bruce Harper and Dave Hanson*

*Markus:* In our con game I was shocked to find that the Japanese had added MAGIC cards in 1940, 1941 and 1942 (and continued to do so as the game went on). The plan may have to an extent been thwarted by unlucky draws, and the relatively small number of combats in that game, but it was kind of unsettling. The Japanese are not supposed to have this kind of intelligence capability. This was not at the expense of influencing diplomacy in Europe, where the Germans more than held their own (even before the DP gold mine of control of Britain). I still think Japanese intelligence points are too much.

*Bruce:* Did the Japanese create any spy rings, add INA or Wangs, or give up any other intelligence projects to get these cards? And did the US still have an intelligence advantage? In my game, where I got two Magic cards for Japan, the answers were:

1. Yes (*a spy ring in 1944*)
2. No (*INA*)
3. No (*Wangs*)
4. Yes (*by implication, INA and Wangs*)
5. Yes - in virtually every naval battle (*the US still had an intelligence advantage*).

The final question is whether Japan would have lost, other than for Germany's victory? The answer in your game was clearly "yes".

*Dave:* U.S. Army Intelligence roots about in the War Ministry and Kempeitai files. They discover the following answers to questions posed from the U.S. (Canada) Box by Bruce.

1. No spy rings during the war.
2. Wangs added spring 1942 (one RP on two BTs and -1 Nationalist resistance).
3. INA added spring 1942 (one RP on two BTs and Rangoon).
4. Japan rolled for Counter Intelligence in 1939. Fell one die pip short, and never squeezed another RP for assignment to that area. Turned out CI was never needed. Japan had tried for the CI in order to aid Germany, expecting allied spies in German (or Japanese) research projects.
5. Japanese analysts record that Japan's Magic card additions did not materially aid Japan, for the most part. Only semi-consistent aid came from mid-game ASW cards; in a few 1943-44 turns ASW Magic helped slow erosion of the transport fleet. But transports still disappeared 'on time' by late 1944. In one mid-game turn, Japan did gain two tactical cards, which proved helpful but not decisive in a (rare) naval confrontation. In one other turn, Japan did draw three tactical cards, but that occurred in 1942 during the intense Bismarcks campaign (I think during Japan's re-invasion of Kavieng); the weaker U.S. Navy didn't come out to fight that turn.

Record note: Japan's original Plan called for heavy post-Pearl pressure into the South Pacific. Japan would have three Tactical cards by 1942, and would aim to force a "Midway" extermination battle against the U.S. Navy. But instead, Britain offered Japan a golden opportunity to push into almost-undefended India. And the U.S. heavily defended the Solomon's and Gilberts with 1x2 and 2x2 ground units in the DoW turn. So Japan locked down the Bismarcks Barrier (or tried to) and swung West.

Overall assessment: the Intelligence Plan worked reasonably well. But Japan's downward track followed the historical pattern almost exactly, until 1945. The U.S. could not assure any atomic bomb to guarantee surrender. Japan still held decent BRPs, 47 or so UCL, two operable TFs (with carriers), and several extra objective hexes (thanks to the 1942 India and 1943 China campaigns rather than to Intelligence research/production). We all (Ed, me, Tim and Bill) figured that Japan could not be conquered by invasion in 1945. Probably the single biggest Japanese failure of the game came at Kavieng. Two separate U.S. initiatives there did not allow Japan the one turn it needed to finish fortifying New Ireland and Manus. Japan could have attacked at 1:1 but elected to not risk gutting itself.



Numerous Wang and INA units did help bolster defenses of India and China. But these projects came cheaply, one RP each, because Japan gained a second Intelligence BT in 1942. The few Research rolls made in the Intel category did go well! And thereafter the cards cost only the intelligence point--all RPs went into Military, Naval and Air categories.

*Bruce Harper:* I am not sure how your Japan could have lasted even until summer 1945, but I think it must have had a lot to do with the position in Europe. Japan runs out of BRPs and UCL quite quickly once the oil goes. So there are all sorts of clocks running against Japan besides the atomic ones. And don't forget this:

-# For each Japanese hex occupied by an Allied unit (-3 for the first hex; an additional -2 for the second hex; an additional -1 for each subsequent hex).

*Dave:* Reading the proposal, I now wish that we'd spent last Saturday at convention playing out my Japanese position.

*(Editor's note: The proposal that Dave is referring to is the change to resistance level for multiple atomic bombs. At the convention, the rule was the same one that has been in effect since publication, which is -3 to resistance level for the first atomic bomb, -4 for the second, -5 for the third, and so on. Bruce's new proposal is -3 for the first atomic bomb, -2 for the second, -1 for the third and each subsequent bomb. In addition, in the case of Japan, the Allies now gain -3 to the resistance level for the first Japanese hex occupied, -2 for the second, and -1 for the third and each subsequent hex. This is in addition to resistance points for taking objective hexes.)*

Ed, Tim, Bill and I adjudicated the game as a spring 1946 Japanese surrender; that turn the Allies would probably get two (I think) atomic bombs. With these rules I wonder if Japan might have survived longer...

*Don Moody and Ed Schoenfeld*

*Don:* That ASW level (25) seems a bit low for winter 1944. In one of Markus' early reports (i.e. 1940), I do remember reading something about the WAs converting destroyers to transports. I presumed that was a typo and Markus meant converting DDs to ASW. But given the rather anemic ASW level indicated above, I wonder if it was a typo. Did Britain convert to transports (instead of ASW) in the early war? (*Ed: They did both, actually, at various times.*)

If so, can someone explain the reasoning behind that choice? Especially before the US enters the war, converting DDs to transports would seem to be a poor choice compared to converting DDs to ASW.

*Markus:* Britain converted to ASW until it ran out of DDs. The US converted to ASW as soon as it could. I even converted US DDs to one ASW in the Pacific, because the Japanese subs bothered me. This was later transferred to the Atlantic when the modifiers had become high enough to prevent further interference by the Japanese.

*Ed:* I can't provide non-public reasons for my opponents, but it seemed to me that the Allies were trying to keep 'Rump Britain' from surrendering. That required, at times, additional transports to ship more ground and air units and perhaps more oil. The Allies did, in fact, maintain the British resistance level at a net +1 or higher for almost 3 years while still undertaking some offensive actions (and threatened more) on the western front.

If anything was a surprise, it was the effect of the advanced subs under the most recent rules. I personally expected a strong (if not decisive) effect from the advanced subs once I had three or four of them. I got it with 2. Also, I think very few players these days have faced a force of 20 conventional U-boats (Don, however, will recall multiple games during play testing in

Minneapolis when he and I hammered at each other with SW forces of about this size). At a certain point, the SW table works such that negative modifiers hardly matter to the die roll result. For example, at 10 factors, the lowest result on the SW table is a 1/4 (affecting a total of 5 transports) and the maximum is a 2/8 (affecting 10 total transports) - a 100% increase over the minimum. But at the 20 level, the *minimum* result is 4/8 (12 transports) and the maximum a 6/10 (16 transports) - an increase of just 33% over the minimum. The margin continues to narrow as the force levels increase. Thus at high SW combat levels, the attacker will get relatively more benefit out of a minimum result, so a sub campaign that continues to these levels will continue to pose problems to the Allied transports in and of itself. If that campaign is coupled with an advanced subs research project, which is fairly simple to allocate under the current rules, the 'underwater jets' effect of the advanced subs, plus the 'each advanced sub sinks one transport' rule, can make the sub war a serious threat very quickly. (*Note: I think this is the correct way to handle the advanced subs in the game. The Allies simply have to re-learn the fact that they can't relax their defenses in the sub war just because the calendar reaches 1943*). With the British UCL reduced by German occupation of the KEAs, plus deficit spending (that seemed like a good idea for the Allies at the time - I know I was concerned about what they were doing), the Allies face the unpalatable choice, in addition to rebuilding transports, of building DD *or* building ASW *or* building CVEs (instead of doing all 3 as they normally do). In the end, there just wasn't enough useable Allied light shipbuilding to stop a Germany that could use 8 shipbuilding points per turn, without pressure on the ground and air units that needed to be built. It's true, though, as Don points out, that more ASW would have made it harder for the Germans. With 30 ASW the Allies would have killed 7 to 9 subs per turn, and generally matched Germany's ability to rebuild them. But then I would have produced even more German shipbuilding.

*Eric Krug, Dave Hanson, Ed Schoenfeld, Markus Kassbohrer*

*Eric:* I can easily understand that the con was ending and everyone had to go home, but judging from this report there was still hope that the Allies would have a reasonable shot at defeating the European Axis in 1946, especially if Japan was conquered in Spring '46. It certainly sounds like Russia didn't need to surrender. The US also almost certainly could have re-entered the European war before winter 1946. The US should have had a few turns to build A-bombs to drop on Germany in 1946.

USAT:

- +1 Each game turn, including Fall 1939.
- +2 If one major power is at war with the European Axis.
- +1 If Japan and the U.S. are at war (until spring 1946).

Post-election mods:

- +2 If the British resistance level at the end of the previous game turn was "0" or less.
- +1 For each major power other than the U.S. at war with Germany.

That's 7 tension points per turn, before DPs are counted. A -6 election result equals -24 tension points, so a winter 1944 election equals about a winter 1945 second DOW by the US. If Germany tried to beat up on Russia, then tensions would go up faster, and the US would re-enter the European war in summer or Fall of 1945.

*Dave:* Not really. All Germany need do to survive to winter 1946 was...no offensives at all.

Only three tension ticks a turn, and the U.S. could not re-enter full, active participation in the European War until winter 1946. And if Germany wished to assure that the U.S. would stay out

of Europe through that turn, then Germany *could have* exercised forbearance. For example, Germany could have returned the Midlands to Britain, and the U.S. would have signed a separate peace and stayed out of war until 1947 at least. Meanwhile, Germany could absorb any and every blow the Russians might try to land by themselves. As they'd been doing since the Russian DoW against them in winter 1941...! Germany would enjoy a triple line of defenders and all-but-unlimited rebuild money (700+ BRPs).

*Ed:* Eric, I think, forgot the effect of the mandatory US election after the 1945 YSS, in which the Axis would benefit from the DPs generated by Axis growth in the 1945 YSS. IIRC German growth would have generated at least one additional DP, so at least another turn before the US could return to the war. And when they did return to war, the Allies would need to be sure that Britain didn't surrender again – in the face of (by then) 6 advanced and about 30 conventional submarines. Dropping the bomb would also have been questionable against a defense of 37 AAF, 4 jets and (by 1946) 13 interceptors, several air defense results, a load of flak, and an air nationality increase.

*Markus:* I haven't seen it (bugged out just in time it seems!) but Germany would have been so huge it would have been a waste of time to continue. Better start a Barbarossa scenario to use any remaining time.

### **Game 3**

European Axis:	Greg Wilson
Japan:	Chris Goldfarb
Allies Europe:	Jason Moore
Allies Pacific:	Tor Abrahamsen
European Result:	Axis surrender in Spring 1946 (3 point Axis win)
Pacific Result:	Axis surrender in Spring 1946 (2 point Axis win)
Overall Result:	5 point Axis win

*Game narrative provided by Greg Wilson and Chris Goldfarb.*

*The Plan:* Germany goes full tilt into sub warfare and invades Britain.

Japan builds carriers as fast as they can and takes as many islands as it can. Run an invasion of Australia to hold the US attention while grabbing islands left and right.

*The Results:* Germany never got ashore in the UK, although it did try to invade twice. The Axis ended up taking the entire Mediterranean and invading Russia instead.

Japan succeeded in her plan, although it needed every one of those carriers it laid out.

**1939:** Germany opened the war with Irish partisans, and the Allies responded with a French invasion that managed to strand a French unit there. The unit would be missed in spring 1940. Germany decided to kill Tirpitz in order to lay two more DD's for the 1940 potential invasion of the UK.

**1940:** France fell in summer 1940, and the Axis called Spain, but only got a few BRPs. The Allies saw the threat of an invasion of the UK, and pulled back forces for a very strong defense. However Egypt was weakened.

*Fall-Winter:* In 1940 the Axis attempted an invasion of the UK, but the invasion fleet was intercepted as it based changed, and was forced to invert. The UK was safe for now. However, the Axis ran a harbor attack on the UK Eastern Mediterranean fleet. They found it weak enough for Italy to risk a reinforcement of Axis forces in Egypt, and break the Allied line. Britain was forced to fall back to Suez, and the Axis pressed their advantage, and broke that line as well in winter 1940. Meanwhile, tensions started to climb as Allied objectives fell and Axis offensives piled up.

*Pacific:* Japan was extremely successful with pre-war attritions, and managed to take almost too many hexes – it was a bit of a partisan nightmare.

**1941:** In Spring the Axis again attempt an invasion of the UK at a shoe string 1:1 attack, in hopes of drawing out the Allied fleet. The UK did not bite, and then the Axis attack failed. Meanwhile the Axis switched their plan to attack USSR in summer. They did have to draw a bit of force from the west to set the attack up.

*Summer-Fall:* The attack on Russia was very successful, with the whole Russian Army surrounded. Meanwhile, Spain gave the Axis hex control, and German forces started to drive deep into Iraq. Yet things were not as good as they looked. The Allies invaded Brest in summer, to draw heat off of Russian, and in fall the Axis had to attack Russia via one weak spot in the line. But in summer, Russia built a partisan in the one spot overlooked, that would cut supply to

all the Axis exploiters. While most of the Russian army was lost, the Axis lost their initiative. Since the Axis were out of position, the decision was made to drive the Allies out of France, and just attrition in Russia. The Germans would not attack again in Russia for the rest of the game.

*Winter:* Germany declares war on the US. Sub warfare continued to punish the Allies, the main bright spot. The Allies called Vichy, got control of the North African colonies, and started to threaten Libya.

*Pacific:* Japan attacked in winter 1941 with nail-biting surprise – she was a few tension points shy of losing surprise altogether. Pearl was fair with a couple of BB3's sunk, a handful more damaged, and 2 oil destroyed. On the opening turn, Japan took Palembang, Batavia, Brunei, Lae, Wake, and Rabaul, and an island in each of the Aleutians, Gilberts, and Solomon's.

**1942:** The Axis called Spain and got full minor status. This allowed the Axis to turn the tables on the Allies in North Africa, and drive them back out of the Med. Next Gibraltar was taken, and the only Mediterranean Allied controlled hex was Basra. The Axis tried a 1:1 attack there, but failed.

Still, the Med was an Axis lake at this point, and Russia was starting from the Dnieper line. The oil fields in Iraq continued to support full Italian and German builds for most of the next two years, and this kept the Allied forces back for a key period of time.

*Pacific:* In spring, Japan took Rangoon, Balikpapan, Singapore, the Philippines, and Dutch Harbor, as well as landing in Cairns and expanding possession of the Gilberts and Solomon's. The Cairns invasion was intended as a diversion, and as such it worked extremely well. Over the next year and a half, Japan maintained a fortified Cairns, and threatened just enough to require a disproportionate amount of Allied force present in Townsville (as opposed to elsewhere on the map).

*Mid-1942:* In mid-1942 the US invaded Tamana with 2 TF's. Japan intercepted with 4 TFs, supported by 2 spotting LBA. Yet through luck and superb powers of selection by the Allies (who seemed to always target the juicy CG's with their air), the Imperial Fleet was utterly decimated. I believe it was something to the effect of 5 CV and 2 CVL sunk, along with a BB4 and a couple of BB3's. Miraculously, I think the US suffered a couple damaged battleships. It was truly horrific.

**1943-45:** Germany spent the rest of the war holding off the Allied forces, and pumping up the submarine campaign. The combination of torpedo research and sub ports kept the sub war going well up to spring 1944. Then the Germans announced advanced submarines, which helped keep the transport drain going.

Italy ended up defending most of the French coast, and was at full possible force pool, to take advantage of Italian construction rate, and the extra oil from Iraq and extra oil plants.

The Allies invaded Brest again in summer 1944, but had a slow advance across France. They did not breach the Rhine until summer 1945. Meanwhile, Russia slowly advanced towards Germany, but was continuing to fight the bulk of the fully built Axis force pool.

The Allies put the crush on in summer 1945, but ran out of time, and it was decided that Germany would hold out until spring 46, when Berlin would be nuked. Rome in all likelihood would hold out another turn.

*Pacific:* Throughout 1943 and 1944 the Pacific witnessed numerous naval engagements, all of which were a direct result of the new rule giving resistance points for island groups. Kudos on this rule. No decisive battles occurred during this time – primarily just slow attrition of the Japanese fleet. However, over the course of the war Japan slowly brought together enough carriers to form one good strike TF. This would come in handy at the end.

**1945:** In spring or summer 1945, the US was pressing and attempted an invasion of Guam. Japan at that time had 2 TF's remaining, one of which was the carrier TF. The US invaded with something like 4 TF's, and wiped out the Japanese LBA in Saipan. Japan intercepted with both TF's.

In a superb display of karma, the Japanese search rolls consistently found the US CG's, and the US force consistently failed to find the lone carrier CG. Approximately 5 or 6 US carriers, along with a BB5 and some supporting ships were sunk, for the loss of maybe one slow Japanese BB3. The invasion was forced to turn back.

I believe we had projected a winter 1945 surrender if the Guam invasion was successful, but with the entire turn wasted and a significant loss of carriers for the US, we changed the projection to spring 1946.

## Game 4

European Axis:	Joe Brophy
Japan:	Vic Hogen
Allies Europe:	Kevin Milne (Western Allies), Rob Carl (Russia)
Allies Pacific:	Paul Milne
European Result:	Axis surrender in Fall 1944 (3 point Allied win)
Pacific Result:	Axis surrender in Fall 1945 (tie)
Overall Result:	3 point Allied win

*Game narrative provided by Kevin and Paul Milne, and Rob Carl.*

**1939.** Germany lost a 4o6 taking Poland. Germany starts building destroyers right away, suggesting a Sea Lion.

*Pacific:* The usual quiet early war occurs in the Pacific, except that Japan takes an early mobilization. Japan increases shipbuilding, and lays down extra carriers.

**1940.** France was conquered in summer 1940 with very light losses. Vichy France was not established. The Western Allies got Lebanon-Syria as a Free French Colony. Germany positioned for an attack on Spain. Spain did not defend the border to avoid exploitation and did a ring defense of Madrid. Germany took Spain in winter 1940 (after 2 turns) losing 3 4o6's. Britain defends the UK strongly to thwart an invasion. The Germans do not activate the Balkans. (*Rob Carl: This was probably a mistake.*) Given the strength of the Russian defense, the Germans elect to conduct a Mediterranean campaign.

**1941. Spring:** Britain rams supply to Gibraltar, losing a BB3 and damaging another. The Luftwaffe sieges Gibraltar and no further supply attempts are made. Russia obtains a good subversion result for Rumania.

*Summer:* Yugoslavia is conquered with the loss of another 4o6. Malta, which has only two replacements, falls after being besieged for four turns. The US will enter the war, so Gibraltar is attacked before the US Navy can help run supply. Gibraltar falls on a 1.5 to 1 attack, but the cost is extremely high, with the loss of 84 BRP's of units.

*Pacific:* Japan declares war on the US and Britain. At Pearl Harbor, two US carriers and the oil are destroyed, with one less Japanese CV, because of the early DOW. The usual first turn conquests are made, but significantly, the 2x2 in Singapore is lost, but Singapore can't be occupied, because it would break the chain of exploiting armor. Rabaul falls. In the South Pacific, the loss of two carriers and lack of oil hamper Allied operations. The early DOW also puts Allied naval reinforcements farther into the future. New Caledonia is heavily reinforced by the Allies.

*Paul:* A Japanese air transport had been produced. The plan had been to take Colombo in summer, airdrop into Madras, and use it to NR units in to conquer India. This was thwarted by the failure to take Singapore, a strong defense at Colombo, and a Russian threat in Manchuria because Germany did not invade Russia.

*Fall: Pacific:* Lae falls. Invasions of the Aleutian Islands and Midway are stopped by Magic Interceptions.

*Winter:* The Axis manage to get adjacent to Cairo, but are unable to take Cairo or Suez.

*Pacific:* The Allies don't draw any strategic cards, and Midway and Attu are invaded. This leads to a rapid (some would say desperate) reinforcement of Oahu and Dutch Harbor, which had been left uncovered while the South Pacific was reinforced. In any case, enough units arrive to stop an invasion attempt at either location. The Indian National Army is created, but the Japanese stop at the jungle/mountain hexes. The British are initially weak in India, and the Indian partisans create some problems.

**1942.** Russia builds out its forces in spring, declares war on Germany in summer, and attacks, attritions and bombs the rest of the year, suffering relatively high casualties. Torch landings also occur in spring. This, combined with a stubborn defense at the Suez Canal, forces an African Axis retreat. Tripoli is fortified, but ultimately falls after a retreating defense. Warsaw and Breslau are fortified.

*Pacific:* Japan conquers the Gilbert Islands. There are no major naval engagements, but there are a lot of light ship and submarine attacks on supply lines, NR's and invasions. The Japanese strength is so great that there are no supply attempts to Port Moresby. PM eventually falls in summer, after 4 turns of siege, but immediately the Japanese can't supply it, and it is retaken by the Allies in fall. Guadalcanal is invaded by the Allies in winter, and a port is constructed the following turn. Japan fortifies and heavily defends Rabaul and Lae, and a stalemate develops in the Solomon's.

**1943. Spring:** Many Axis units are evacuated from Africa to prepare for a 1943 invasion.

*Summer:* Malta and Sicily are invaded.

*Fall:* France is invaded. Lack of destroyers precluded an early invasion. The Russians attack all along the front, making little progress but weakening the Germans greatly. The Russians are somewhat handicapped by low BRP's and UCL the entire game. The bombing campaign further stretches the Germans, who can't keep up with losses.

*Pacific:* In Asia the Japanese began attacking China, and eventually captured Chungking. Tamana in the Gilberts is retaken in fall 1943, and a port is built.

**1944. Spring and Summer:** The Western Allies retake all of France. Germany forms up on the Ruhr and the Western Wall. Essen is firestormed. In Italy the British and American forces have the choice to take Cologne or to exploit south into Italy and take them out of the war. They choose to take Italy out of the war.

*Pacific:* The US runs a patrol with an eye to invasion in the Marshall's. The first large naval battle occurs off Tarawa. Search results and the battle favor the Japanese, and the US withdraws after one round. However the entire Japanese navy has been committed and the Allies invade an undefended Manus instead of the Marshall's. Air is immediately moved there and supply is cut to Rabaul and Lae. In summer a port is constructed at Manus. The Allies build up enough force for a 2 to 1 attack to drive out the Japanese from the jungle /mountain hexes, and recapture Burma.

*Fall:* The Ruhr cities have been firestormed, and Cologne is captured in fall 1944. On the same turn Russia attacks Berlin on a straight 2 to 1. Rob Carl rolls his traditional 1 in this situation but a 5 on the second roll, knocking Germany out of the war, but costing Russia some 120 BRP's of units.

*Pacific:* The second large carrier battle is fought at Yap with the Japanese suffering a large defeat. Koror is invaded along with the southern Philippines.



*Winter: Pacific:* The Allies invade a weakly defended Okinawa. The Russians DOW and attack Manchuria.

*Adjudication:* At this point time ran out and results were adjudicated. The Allies would have had one atomic bomb in summer 1945. There were various opinions, but so many objectives had been bypassed that it appears that Japan would have held out (barely) until fall. There weren't enough units in position for a spring invasion of Japan. This resulted in a tie in the Pacific.

## Game 5

European Axis:	Jon Hogen
Japan:	Ken Cruz
Allies: Europe:	Mike Crowe
Allies: Pacific:	Don Stanley
European Result:	Axis surrender in Winter 1945 (2 point Axis victory)
Pacific Result:	Japanese surrender in Winter 1944 (2 point Allied victory)
Overall Result:	Tie

*Game narrative provided by Mike Crowe (Europe) and Don Stanley (Pacific). Comments provided by Jon Hogen and Ken Cruz.*

**Allied Game Plan.** Don and I agreed to focus heavily on air and atomics. Our plan in air was to attempt to achieve multiple breakthroughs, air range and bomber results, to allow bleeding the Germans with bombing starting in 1942-43. Our plan in atomics was to attempt to achieve 4 or 5 breakthroughs by 1944, to maximize the number of atomic bombs available. We both agreed to increase the NAT rate as much as possible.

**European Axis Game Plan:** *Jon:* I concentrated research on everything related to the sub war to create a good bottleneck to worldwide BRP distribution. A large Axis navy helped to keep the apparent threat level high. Other than that, I concentrated on tactical superiority with the research. Overall the goal was to achieve “The Position”, a combination of production growth and on board goals to guarantee a slow end game controlled collapse. Early on I keep my options open. Attacks on Russia in fall '40, '41 or '42 are all options I keep open. The fall '40 and '41 attacks on Britain were considered. I also positioned for the Turkey or Spain gambits - so the list of possibilities was quite large. If early BRP losses are light (which they were) then the more radical strategies become unnecessary.

**1939. Fall.** Germany takes Poland, losing a single air factor. German raiders are a success, sinking two transports and returning without loss. Germany builds out her air force. Mike sees a Winter DoW of the Low Countries coming. The Western Allies call Ireland, roll a 1, and neutralize it for the war. Jon thanks us for doing so, as he can never seem to find the DPs for it anyway!

*Pacific:* Japan mobilizes all air.

*Winter:* Jon calls Yugoslavia, with the Italians still neutral and 2 German DPs. Jon rolls well and achieves association and 20 BRPs. This triggers the modifier for the Balkans, which will lead to a summer 1941 mobilization for Russia. It is all part of the plan. Jon declares war on The Netherlands, Belgium and Luxembourg, and takes all hexes without loss. The Western Allies observe that both England and France must be defended, as the airbases in the Low Countries threaten cities in Britain, that are not threatened when Germany attacks in spring 1940. On the other hand, German armor is limited. Britain commits two 3x4s and one 2o5 to France, and all but one AAF. Britain places a replacement and an Indian 2x3 in Malta. Germany begins the YSS with 230 BRPs.

*Pacific:* Japan mobilizes again, takes a SBP and the rest air.

**1940. Spring.** Germany attacks in the north, establishing a fairly broad front for attacking Paris in summer. German losses continue to be light. Nothing is attempted in the south of France. War is

declared on Norway, the beach hex is invaded, and a paratroop drops into Bergen. The Western Allies take advantage of the removal of restrictions for cooperation to defend Paris with a British 3x4 as well as a French 3o5. Russia achieves a military breakthrough and adds three 3x3s to her forcepool, as well as an air factor, but no forts. I had discussed a Russian forward armor defense with Rob Carl prior to the convention, and wanted to try his ideas. These included adding four 3x3s and a 4o5 by the end of spring 1941, as well as five Russian aaf. Part of the plan was to stay out of both the Finnish and Rumanian border hexes. Britain adds one ASW to her forcepool. Britain achieves -1 on ASW, while Germany achieves a torpedo result. Britain announces an air range result. The Western Allies place a spy ring in Spain and discover, not too surprisingly, no Axis DPs.

*Summer.* Germany conquers France, but not without loss. Paris falls on a full exchange. More than 20 BRPs of French units remain on the board, and Lyons and Marseille are still in Allied hands. With one Allied DP and three Axis, the French surrender level is a net 0. Vichy France is not established. Jon rolls well for the colonies, and they all go neutral. Sea Lion is a very real possibility. Mike recalls a replacement from Malta to aid in defending the Home Islands. A 3x4 and a flak unit are added from production, along with an interceptor. Eleven aaf and the interceptor are positioned to defend against bombing. In the Middle East, Jon begins to reinforce with Italian infantry. One Italian armored unit faces the British line, and one British armored unit backs up the Australians and South Africans. Jon builds a partisan in the Middle East, to further drain British BRPs. Jon keeps all the German air in France, and uses only Italian air to support the Med.

*Fall.* Germany calls Finland, Rumania, Bulgaria and Hungary. Finland stays neutral. Hungary contributes 5 BRPs, Rumania gives hex control, and Bulgaria associates (!). Germany bombs London, achieving 11 BRPs of damage, and sets up most armor on the border of Spain. During 1941 Jon begins a large Axis shipbuilding program, laying down a BB5 and two BB4s. The Italians start to pump out destroyers and cruisers. The Allies call Spain with 2 DPs, but do not achieve a result. Italy gains a hex in Egypt, slowly pushing the British back.

*Winter.* Jon declares war on Spain, and announces a winter preparation result. The Spanish infantry defend the frontier, and the remaining units stay out of exploitation range, to fight on in spring. German raiders sally, are not intercepted, and sink two transports. The Western Allies send two 3x4 infantry units into Madrid and build a fort there. They also send two 3x4 infantry to Gibraltar. Transport losses are mounting. Britain deficit spends by 3.

**1941. Spring.** Jon decides not to attempt to take Madrid on a straight up 2:1, as he cannot achieve a strong Barbarossa in summer, and does not wish to attack in fall. Instead, he chooses to take the Spanish ports, besiege both Gibraltar and Madrid, and keeps the German armor and air in Spain.

*Jon: By Spring '41 it became clear that building limitations would not be a problem with this Axis game. So with early economy considerations appearing to be well in hand, I went for the more conservative strategy of sealing the Med and creating a buffer in the east with a '42 attack on Russia. I was comfortable with the knowledge that at game end I would still be able to rebuild my entire army.*

He has carefully calculated U.S. Axis tensions for the year, and plans to keep the U.S. out of the war until winter 1941. He is careful not to trigger the modifier for Mediterranean gains until summer 1941, when he takes Madrid. He announces a torpedo result and an air range result. The Allies just missed their ASW result, and are a year away from another air range. The U-boat

modifiers are starting to swing heavily in the Axis favor (+4 before Ultra draws). Only 9 transports get through. Jon adds three more subs, a second Middle Eastern partisan, continues advancing his ships, and builds out his infantry forcepool on the Eastern front. Some armor begin to transfer east. He manages to gain association for Hungary and Rumania. The Western Allies call Turkey defensively and it remains neutral. Russia adds a 4o5 and a 3x3 and three aaf. With 30 aaf over Gibraltar, supply does not get through. The British build the Free French to help defend England. England adds an ASW, continues converting destroyers, and looks forward to better times and double shipbuilding increases!

*Summer.* Jon calls Greece and achieves hex control. German raiders get through and sink 4 transports. The net German modifier for subs before Ultra grows to +5 with the Spanish ports. Twelve transports are destroyed and seven inverted. Six transports survive. Madrid falls to a 3:1. Gibraltar is out of supply again. The British start taking military and construction effects as a matter of course, and air when possible. Britain cannot rebuild all the transports. My morale starts to sink, and Don works hard to get me into a more positive frame of mind. Because Russian-German tensions have reached 45, we decided to send as many Russians east as we can, in an attempt to force Japan to curtail its opening moves, or risk a Russian declaration of war. This amounts to a 3o5 and a 4o5 armor and 19 aaf, plus two 3x3 infantry built in Siberia, for a total of 77 factors above the 45 already in Siberia. *[Editors note: Until another player pointed this out to us in 1944, we did not realize that tensions must reach 50 before the entire garrison can be redeployed, so this did have more effect on the game than it should have. We could legally deploy in summer all air, armor and infantry produced to that point, any airborne, any 1x3 infantry, and all the forces mobilized. Thus we could have easily transferred, in one turn, a 4o5 armor, 5 aaf, one 3x3 infantry, and built two 3x3 in Siberia, for a total 32 factors above the 45 already in Siberia. Anything more could not meet the restriction of deploying within one hex of the Chinese/Manchurian border. In fall we could have increased this, but anything sent then could not return to Russia before the Russian summer redeployment phase, and would weaken Russia against a summer 1942 German attack. There was no way to remedy this in the context of this game, but it went unnoticed by all four players, and the same mistake occurred in another game. Bruce plans to add a boxed comment about this to the garrison requirements. However, we did abandon the use of the new rule for Japanese resistance based on control of island groups and certain objectives, which would have forced a Fall 1944 surrender.]* Ken coped with this by somehow getting 61 BRPs of units back into Manchuria at the end of the winter turn, but it severely hampered his expansion in New Guinea and the Solomon's. He never took Lae. The Australians in the Middle East withdraw back to Australia.

*Fall:* Jon calls Sweden and gains 10 BRPs. German raiders get through again and sink 4 transports. Only two transports get through, and with only 9 BRPs remaining, Britain is in serious trouble. Gibraltar falls on a 2:1 involving an invasion by the Italians who provide shore bombardment. Jon has calculated the second attack at 3:1 if the first roll is a 1. Instead it is a 2, so he takes a full exchange versus a defense of 24. We are facing a +6 modifier in winter, and cannot rebuild all the transports this turn. We look at the surrender level if we pull all the transports out of the box, and calculate it as a -1. We decide to offer a -1 surrender, knowing that the +5 to US-Japanese tensions will eliminate surprise and destroy the Japanese position. Jon does not accept the offer. By prior agreement with Don, I send all the British carriers to Australia, so that he can use them in his winter turn to force supply through to Port Moresby and Lae.

*Winter:* Jon calls Finland and gains 5 BRPs. Italy takes Malta, and part of the Italian and German fleets assemble in Gibraltar to threaten Sea Lion. Jon rebuilds losses, and prepares for the spring 1942 invasion of Russia. We decide to put the transports back in the box, in spite of the upcoming happy time, and Britain is never in danger of a surrender again. Britain finishes the year at -25 BRPs, but does not deficit spend. Britain takes the army, air and construction oil effects, knowing she will pay for it when Britain is bombed in spring. The oil reserve has dropped to four at this point. Don dreams up an interesting surprise in the Med, basing five British and four American carriers in Australia. The plan is to have them change base to Suez in summer, and attack two Axis task forces based in Crete.

*Pacific:* Japan attacks in winter 41 with tensions of 38. If the spring tension roll had been unfavorable, then it would have attacked in fall. Japan goes for a second round at Pearl Harbor. They destroy all the oil, but three US carrier task forces intercept and two of them get good surprise rolls. One Japanese CV3 is sunk and one damaged. Japan concentrates their energies in the west part of the theater. Japan takes Singapore, Hong Kong, Brunei, Palembang and Batavia. They also get hexes beside Manila and Rangoon. In the east they send single DDs to take Guadalcanal (the Aussies miss the interception) and Wake, and also take Rabaul with a larger force.

Due to a rules error, Russia has 122 BRPs worth of units in Manchuria. If the rules had been followed they would have had 77. This meant Japan put 22 BRPs more into Manchuria than they should have had to, which affected the second turn of their attack.

The Allies supplied and redeployed to the DEI through PM. *(This was another rules error, but now can't happen in any case since the DEI doesn't associate in the first turn of the Japanese attack anymore. On the other hand, if the rules were followed the units that went to the DEI would have been defending elsewhere.)* The Allies also supplied all of their island groups and redeployed small units to the Gilberts, the Solomon's, the Bismarcks and Midway. The US opens the Alaska Highway.

**1942. Spring:** Jon is buff at 411 BRPs and a build rate of 73. Jon bombs Britain for 19 BRPs of damage, and declares war on the Soviet Union. A massive attrition allows Jon to advance a few hexes. Jon promises to make Russia feel a BRP shortage in 1942. The Western Allies add the first of two unanswered ASW cards to the Ultra deck, but these provide scant relief. Over the next two years, Jon still gets a sub card advantage twice, and I get no advantage two or three times! BRPs lost to subs stays steady at about 21 through the year, and all but 3 or 4 destroyers are converted to ASW. Four U-boats are added to the box by summer 1942, bringing the total to 15. England announces 2 ASW results and a second air range. Germany announces a 3rd torpedo result. America mobilizes double shipbuilding in both theaters through 1942, and CVEs gradually make their appearance. The Western Allies never have more than 3-5 destroyers on the Western front. Britain takes two or three oil effects throughout 1942, and never has more than nine uninverted transports. 10 BRPs travel from the US to Russia via Alaska.

*Pacific:* Japan clears a 2x2 and some air from the DEI, but leaves a 1x2, and also takes Balikpapan. They finish their conquests of the Philippines and Burma by taking Manila and Rangoon. In the east they clear a replacement out of the Bismarcks, but fail to supply the Solomon's. The Allies take back Guadalcanal and also land two units in the Marshalls. They solidify their positions on New Guinea and in the Island groups. In spring and the next couple of turns, the US and Japan counterair each other in the Bismarcks and New Guinea.

*Summer:* Jon attacks in Russia and takes Eastern Poland. Jon increases his task forces in the vicinity of the Eastern Med, and is threatening an invasion of the Levant should the opportunity arise. With his fleets built up, he is in a good position to fight. In the Allied turn we send our carriers to bomb his fleets in Crete. Jon helpfully points out that we must spend 10 BRPs to declare war on Greece, and that this gives him the Greek navy. Oh well! Jon's response is to intercept our force with every task force in the Med (2 German, 3 Italian, and the Greeks). The Greeks, two German and two Italian task forces make the rolls. We play a tactical card to help with the search. We find two task forces, and he finds one of our carrier forces twice. We make one surprise attack, and one non surprise attack. We sink all the Greek ships, and about five factors of German lights. The remaining lights, and the main German battle group, then attack one of our carrier groups. This battle features two German and two British BB4s firing at each other. We announce a naval DRM. The Germans manage to damage a BB4, a BB3, and sink a BB3. I roll box cars against the Bismarck, and roll a 5 for the critical hit, sinking it. After getting only a single hit on the other BB4, a British submarine manages to add enough hits to damage it. Jon is put on notice, and positions his fleets more centrally in the Med, to safeguard against future forays. The Allies begin a bombing campaign designed to kill several Axis air each turn, and possibly cause some BRP damage. Allied bombers (US in 42) are sent to several destinations. If unopposed, favorable bombing modifiers will cause BRP damage. If opposed, air losses result. In general, they are opposed, and the Allies attrition three to five air factors per turn this way for much of the rest of the war.

*Pacific:* Counterairs and not much else.

*Fall:* Jon presses the attack in the Baltic's and takes them. Russia attritions, and since Ken has offered the opportunity, declares war on Japan. In the Med, Jon attempts a 2:1 near Qattara with the Italians, but rolls a 1. The BRPs to Russia via Alaska drop to 5 per turn because of the Russian DoW.

*Pacific:* Japan fails to supply Hollandia and the Bismarcks. The US attritions the Japanese units out of Hollandia (with a lucky 6), and walk into Hollandia in winter. The US also takes the northwest tip of New Guinea, for air basing and to threaten two nearby islands of the DEI. Russia attempts to take Harbin on a 1-1 and fails.

*Winter:* Jon announces a second winter prep. Russia and Germany fight over the swamp hexes. Russia finishes the year with zero BRPs, but very few unbuilt units.

**1943. Spring:** The U-boat war gradually turns around. 24 CVEs guard the SW box, and America can finally build destroyers, but will not have enough to invade France until spring 1944. In Egypt the Allies attack and break the Qattara line, and begin the long march across North Africa.

*Pacific:* Japan attacks Vladivostok at 2:1 and takes it. BRP grants to Russia via Alaska cease for the remainder of the game. The US attempts to get unescorted supply to the leftover 1x2 in the DEI over the top of New Guinea. Only the last portion is not covered by air. The US runs a patrol close by under its own air and clears away the Japanese air.

Japan intercepts with one TF and three on the way. The intercepting TF is intercepted by the US patrol, and one of the TF on the way is intercepted under US air on its way to the battle. The battle under air is won by the US. In the other battle, the US rolls a 1 for search in the first round. In the second round the two remaining Japanese TF intercept, but the US plays two tactical cards and find the same Japanese TF that it attacked in the first round. The US retreats and supply is

cut. The only remaining Japanese TF intercepts a TF invading the East Caroline's and turns it back. A number of other invasions of the DEI get though.

*Summer:* Jon attacks again and advances out of the Baltic's. Mike sees an opportunity in Rumania and advances to within two hexes of Ploesti. Jon counters by attacking and surrounding all hexes in the swamp, and manages to take every hex.

*Pacific:* In summer Japan shifts most of its navy to protect the oil. The US runs a two carrier TF (plus one extra CV) patrol covering islands from both the East and West Caroline's, and Guam. After clearing away Japanese air, it is intercepted by two Japanese TF. Another US carrier TF attempts to counter intercept. The Japanese roll "1, 1" for search in the first round, and decimate one of the carrier TF with surprise air strikes. The third US TF arrives for the second round. Both sides find each other and the US manages to get the Japanese to retreat. The US invades Guam and islands in the East and West Caroline's.

*Fall:* Jon notes that the destroyer count is around 20 and defends France accordingly. Mike takes Bucharest.

*Pacific:* Japan shifts its navy back to protect the home islands. This is the last turn it gets oil. The US takes Balikpapan and two of the other ports on Borneo. They also take Singapore, Saigon, Leyte and the port at the south tip of the Philippines.

*Winter:* Mike takes the Ploesti oil fields. The Western Allied destroyer count in Europe hits 38.

*Pacific:* In winter, Japan sends two TFs to refuel using the oil from Brunei. The US intercepts but loses the battle with bad search dice. The two TFs attempt to escort the oil back to Japan, but are turned back by two full US carrier TFs.

The US consolidate their position in South East Asia.

**1944. Spring:** Germany defends France solidly, but knows the Allies will get ashore. Beach defenses in Dieppe and Calais discourage landing there. Germany adds two oil plants in 1944 to compensate for the loss of Ploesti, and continues to fully oil its navies. The Allies come ashore at Rennes, exploit to St. Nazaire, and take Lorient. Jon attritions and takes the beachhead at Rennes. Mike eliminates units in Lorient to safeguard it, and the units from the bridgehead retreat there. The Western Allied destroyer count hits 52. The Russians attack on a widening front, from Riga to Bulgaria and Yugoslavia. Jon's defense is tough, with six factors on most forward hexes, and armor behind. Jon makes skillful use of the mountains and rivers in Yugoslavia and Bulgaria to slow the advance there. The Russians have 35 air factors, but often face 20 or more, and must rely on shock troops to get 2:1 odds. Against Jon's defense, which has a great many swamp, mountain and river hexes, even 1:1 odds are hard to come by.

*Pacific:* The US takes Hong Kong, Nanjing and Lingayen.

*Summer:* The Allies invade Spain at the beach southwest of Vigo, and exploit to threaten Madrid and Gibraltar. In France the Allies expand to include a beachhead across the Loire and LaRochelle, and St. Nazaire is fortified.

*Pacific:* The Allies take Okinawa and Shanghai. At this point, with the new resistance rules, Japan has lost about 10 resistance points because of the island group modifiers. Japan would have to use all its oil to survive until fall. Given the earlier rules mistakes, we decided to use the previous resistance rules.

*Fall:* A German 21+ attrition yields no hexes in France. Mike uses a full carrier task force granted him by Don, along with all the British carriers, to attack the German and Italian fleets

based in Gibraltar. Mike wants to end this threat once and for all, safeguarding NRs into the bridgehead in France, the convoy route, and supply to Spain. All but less than 10 factors of fleets are sunk or damaged. The survivors flee into the Med. The Allies invade Norway. In France, the Allies advance toward Paris by creating a second bridgehead across the Loire, this time north of it. Taking no chances, they fortify LaRoche. In the Med, Tripoli falls.

*Pacific:* The US takes Seoul, Truk and the hex next to Kagoshima. The Russians push Japan out of Manchuria.

*Winter:* Jon insures the survival of Italy for another turn by invading and taking Oran. He sets up what he calls his "paper bag" defense of France by using a screen of Italian 1x3 and 2x3 units, knowing the Allies can only exploit one hex (if they have a winter prep). The Allies announce winter prep. Paris falls. Tunis falls. A 1-1 on Oran fails. An Allied task force uses carrier air to drive away an Italian task force in Taranto and gains two hexes in Italy. Gibraltar is isolated. The Russians force the Germans back through the Baltic's and Eastern Poland, though Jon retains a city in each for the 1945 YSS. Russia takes out Bulgaria and Yugoslavia, and advances into Hungary. Russia makes two failed 2-1's in an attempt to take out Greece, and then ignores it for the rest of the game. The US begins to send units and ships to Europe.

*Pacific:* The US attempts to drop an atomic bomb on Japan, but the bombers don't get through. Japan takes the hex beside Kagoshima back and uses up five oil in order to stay alive (barely). Japan avoids surrender by 1 resistance point.

1945. *Spring:* Jon attacks a 2o5 in Italy and reduces the bridgehead there to one hex. With Italy's fate sealed, Jon takes the naval oil effect. The Allies use a tactical nuke to advance a full hex row north of Paris. The Allies declare war on Sweden and exploit toward the five potential airbase hexes that can cover Berlin. John has 15 interceptors, 4 jets, 5 flak on Berlin, and 33 army air. He also has a total of six operational synthetic oil plants. The US walks into Gibraltar, invades an empty Malta, walks over a second hex in Italy, and forces an Italian surrender. Most of the US navy arrives at the end of the spring turn.

*Pacific:* Japan surrenders.

*Summer:* We discontinue play at the end of the Axis summer turn. Jon and Ken have to get up at 4:30 AM to leave for Philadelphia, and I need to award the plaques. We decided that the most likely turn for a German surrender is Winter 45, primarily because it will take the Allies that long to get enough airbases in range of Berlin to guarantee that the atomic bomb will get through. In summer and fall I would have taken out Denmark and gained possession of both sides of the straits, while advancing with another tactical nuke in France. Russia would force the Germans back so that all air bases in range of Berlin could be attacked by Russian aaf, American aaf, or 60+ factors of nas on American carriers. In winter an atomic bomb on Berlin would force a German surrender.

*Post Game Commentary:*

*Jon:* Knowing that the German build rate would not be a problem, I proceeded to take the necessary territory to ensure room enough for the slow collapse. I was able to keep attacking selectively in Russia well into 1943 and there was a chance (at some risk) to surround half the Russian army in 1944, in the Bessarabia area. This would have required a straight up 2:1 followed by an overrun. It had the chance of causing me excessive casualties, so I opted for the more conservative approach.



*I'm happy with what I did. In the end, the delaying and channeling tactics worked quite well, along with selective attrition and offensive option counter attacks. In terms of how to derail it, there are two things. As the Allies, try to induce BRP damage any way possible early in game, which of course opens the Allies up to the risk of BRP losses themselves. My own attacks will tend to be structured for minimal losses, so it's up to the Allies to risk cutting into the growth. Secondly, in the end game you really have to push where I'm not giving you ground. There were several turns of sideways action in the Balkans that didn't get you any nearer to Berlin. I usually encourage opponents to go Balkan by making that area attractive to attack. Also, it's the reason for the extra synthetic oil plants. It is better to slam through Poland in as bloody a fashion as possible. Channeling your opponent's attacks is very helpful to the delaying tactics of the endgame. Of course, I have various "surprises" for this kind of direct attack - but in the end, Berlin is due west of Russia. Similarly in France, the western allies don't have the luxury of spending time going south - they must proceed east as quickly as possible.*

*A military ground conquest of Germany was a mid-1946 eventuality. The atomic attacks would have probably ended it in winter 1945, although there's a nasty "deny-the-supply-to-airbase" strategy which I may have been able to employ to stretch out the final a-bomb drop on Berlin till spring '46. I'll have to save that one for a later game. Really the whole game for the Axis was determined by the end game building limit calculation I made in spring '41. My calculated number was only 3 off (to the low side) from the actual building limit number in spring '45. But the number was great enough that it dictated a more conservative strategy. It would have been interesting to see how the European board would have gone if the mistakes in the Pacific (both rules related and tactical) hadn't occurred, resulting in a more traditional outcome there.*

## Game 6

European Axis:	Larry Torrance
Japan:	Brian Conway
Allies Europe:	Stephen Erickson, Rich Kent
Allies Pacific:	Jerry Smolens
European Result:	Axis surrender in Winter 1944 (2 point Allied win)
Pacific Result:	Axis surrender in Spring 1946 (2 point Axis win)
Overall Result:	Tie

*Game description provided by Stephen Erickson and Brian Conway.*

*Stephen Erickson played the Allies and Russia. Rich Kent arrived on Thursday and took over the Russian army beginning summer 1943.*

**1939. Fall:** Germany conquers Poland losing only 1 air factor. German harbor attack nets a CA. Russia enters Eastern Poland and the Baltic States.

*Winter:* Germany army sets up to attack west. Russia demands Bessarabia. Rumanians resist. Russia destroys all 8 Rumanian ground units.

*Pacific:* My strategy as Japan was focused on getting to Chungking. (*Editor's note: To take full advantage of the new Japanese resistance rules.*). My research was normal Japanese fare, with an emphasis on general intelligence, with a mind to get the Wangs. I immediately packed up China with every unit possible and set out. I got good attrition rolls, and took multiple hexes. Jerry also, in my opinion, blundered by allowing me to take Changsha, which is within air range of Chungking.

**1940. Spring:** Italians DOW. Taking advantage of a defensive set-up error in Belgium, allowing a German front row overrun, Germany invades the Low Countries and France, and conquers France with minimal losses. German and Italian units also capture Lyon and Marseilles. French surrender level: -1 No Vichy; all colonies Allied.

*Stephen:* *Never in 5 years of playing this game have I ever allowed a conquest of France in less than 2 turns and prior to summer 1940, so what a time for a brain fade error of this kind. To compound matters, the German proved himself an adept attacker, taking full advantage of the situation. Now clearly behind, my goal is to keep it together, win all the little things, prevent a Sea Lion or loss of Gibraltar, and try to get a summer 1941 German Barbarossa.*

*Summer:* Diplomacy: Germans fail to convert Rumania. Both players' research results are poor, so the sub war is inconsequential at present. Germany masses to invade Spain, and to complete the conquest of Norway and Denmark. London bombing only causes 4 BRPs damage. The Italians attrition a strong Allied line at the Egyptian border. No hexes are gained. Germany tries raiders and fails, losing the carrier and a pocket BB. The Allied defense of Great Britain is solid. The defense of the eastern Mediterranean is solid, with two Task Forces, and units controlling all three Egyptian border hexes.

*Fall:* Germany invades Spain, and destroys the bulk of the Spanish army. Axis forces attack into Tunisia. Germany does not bomb Britain. The British move to protect Gibraltar.

*Winter:* By this point Germany diplomatically controls Bulgaria and Hungary. Germany keeps a level of control in Yugoslavia short of full Ally, to prohibit future partisan activity. Germany

conquers Spain. Twenty German air cut supply to Gibraltar. Italian attrition gains a hex in Egypt. Germany begins shifting some units East, building others East. The Allies are winning the sub war. The die roll modifier is consistently 0 or less.

*Pacific:* Eventually, I broke the mountain line in China with a big pile of 3-2s and air, with over stacked marines. It fell in winter of 1940.

**1941. Spring:** Diplomacy. Germany rolls for Rumania. It needs a 5 or 6 for hex control and gets it. Larry realizes a miscalculation will cost him Barbarossa surprise. He masses for a summer Barbarossa. The Italians advance into eastern Algeria. The sub war remains of little impact/effect. The Allies restore supply to Gibraltar. The Allies advance into western Algeria. The Allies make the first (1 hex) advance into Libya from Egypt. The Russians establish an overrun proof defense of the Eastern front.

*Stephen:* At this point I am quietly thrilled. The Allies have more than made up for the debacle of France. Britain was not invaded; Gibraltar is secure; the Allies are poised to break out in the eastern Med; and the Allies have parity as battle will be joined next turn in central Algeria. The German U-boat campaign has been neutralized so far. The British economy is as solid as can be expected, which means I will have BRPs to go on the offensive in Africa. The most the German can advance in his summer Barbarossa will be 3 hexes. Life is good given that it's spring 1941.

*Larry:* The single biggest event in the game was the Axis rolling for its Minors one turn too early. With heavy jet lag I did not even think about the RGT, since I knew it so well. Conquering France in one turn, and not thinking about the correct turn (fall 1940) to roll for the Axis Minors, was the decisive decision in the game. I should have taken Gibraltar and delayed war with Russia in that situation. That would have given Germany a good chance to at least get a stalemate or better. But, without surprise, the invasion of Russia was a stalemate for the whole game, until 1944, when the Allies crushed Germany.

*Summer:* A tactically beautiful German attack penetrates up to 3 hexes in 4 places to the center and south, isolating the lower 2/3s of the Russian army. Forces in Africa form lines along row 10 in Algeria and near the Libyan/Egypt border. Germany controls Malta. The Allies take a full Med offensive. The 1<sup>st</sup> exploitation into Libya opens and controls that front. The Allies take Algiers. The Russians save their central army. The German front line remains 2 to 3 hexes deep, but the entire Russian land force is on the board by the end of the turn. It is mathematically impossible for Germany to achieve any overruns on his fall attack.

*Fall:* The German attack is solid but tough sledding. The Germans get Riga, Minsk, and Kiev. The Germans have not crossed the Dneiper, and are no further than row 39 in the south. The British take Tobruk. The Allies enter Ethiopia. The British bomb an unguarded Essen, creating 15 BRPs damage. Russia ends the turn with the entire land army, and 70% of its air force, built. Russia will start 1942 in control of all its ICs and the Baltic States.

*Winter:* The Germans DOW the US. There is moderate Russian weather (4 effect). Germany attritions on the Eastern front. The Italians flood into Tripoli to plug row 20. The Italians defend strongly in the Constantine/eastern Algeria area. The Allies attrition in Africa while consolidating gains. The Allies advance in Libya to row 21. An effective Russian limited offensive and attrition enable advance in the center into important hexes.

*Pacific:* Meanwhile, in the Pacific, I achieved all of my normal objectives. I attacked in the fall of 1941, got five BB3s at Pearl, and blasted all of the US oil. Strong infantry and armor units (no 3-3s) drove into Rangoon and occupied the jungle-mountain line. Singapore and Manila fell in good order. Wake was taken and I drove out to the Gilberts.

**1942. Spring:** Germany has its best sub war turn with a +3 modifier. The Allies have five modifiers that will apply in spring and summer so, from this turn onwards; the sub war has been permanently rendered inconsequential. The Allies attack into row 21 and exploit into row 20, destroying and /or isolating 2/3 of the Italian line. The Allies control Ethiopia. The Allied attack in Algeria penetrates into EE15. The Italians will now find it difficult to defend west of Tunis. The Russian spring offensive is costly on both sides. Beginning next turn, Germany will no longer be able to rebuild all her units. The Russian line is strong. No overruns are possible any longer.

*Pacific:* Japan begins placing Wang infantry. A high surrender level against China, along with general intelligence breakthroughs, allowed me to get them.

*Summer:* The sub war is now proving costly with Germany losing five subs each turn, while only able to rebuild four. A well executed German offensive in Russia gains ground, but that gain is limited to 1 to 2 hexes in the north and center. The Germans attack and exploit strongly in the south. The Axis had a chance of taking Dnepropetrovsk, but failed on a key 2:1. The Allies advance an armored unit adjacent to Tunis, preventing the Axis from fortifying it, and push south into Tunisia as well. The Allies blow through the Libyan eastern line and now have a clear path to Tripoli. The Russians have air parity with the Axis. The Russians reinforce the Dnepropetrovsk salient, pushing Germans two to three hexes away.

*Fall:* The German offensive gains some hexes – but only single hex advances. The Axis fortify Tripoli. The Allies encircle Tripoli. An Allied 2:1 on Tunis fails. The Allies reinforce with 20-25 air in the area. They place airbases in range of Syracuse. The Allies have added 2 TFs with the addition of US ships. Given the collapse of the sub war, the Allies launch DDs each turn, and have 10 CVEs built. The Russians take Kiev. The Russians eliminate any German gains. By turn end the amount of unbuilt German factors is now around 50.

*Stephen:* I am feeling very comfortable now with victory assured. Germany has the ability to prop up Italy, but at the cost of heavy damage in the East. Germany can protect the East, but then Italy will not be around too much longer. At this point Larry is realizing that it is likely the Allied player will win.

*Winter:* Bad weather in Russia works to the German advantage. The Germans attrition. Germany keeps most air in Russia to try to maintain parity, with the Russian army threatening. The Germans defend France and the Atlantic beaches. A commando in England is also defended against. The Allies take an offensive in the Med and take Tunis. Supply is cut to Tripoli. The Allies bomb with both British and the US, and will do so now each turn for the rest of the game.

*Pacific:* I went out to Guadalcanal, took Lae and Rabaul, and isolated and eventually took Port Moresby, after some turns keeping it out of supply.

**1943. Spring:** Diplomacy: The Germans roll for Greece and fail. The Axis make a solid defense in France and Sicily, with about 10 air in the Med. The defense is solid in the East, but the Axis are now outnumbered by about 60 ground factors. The Allies take an isolated Tripoli at 2.5:1. A heavy Russian spring attack kills 60+ German factors, and isolates 30+ more in small pockets. The Russians are now advancing into the 37 and 38 rows in the south. In the center, the Russians are in the 41 row and have Minsk. Germany now suspends the sub war. About 40 additional factors of unbuilt German units are left after this turn. Germany now has unbuilt air off the board each turn.

*Pacific:* At this point, Jerry struck back. He launched a huge invasion of several of the Guadalcanal islands. At the Battle of Guadalcanal, Jerry made the key mistake of assigning most

of his available air to ground support, giving him very little search (zero or one). I had a full complement of air over Guadalcanal - about 10 squadrons, maybe a little more, from various bases within range. My search dice were very good - I found all four of his TFs and he only found one of mine. The resulting battles were brutal on Jerry - I sank a BB4 and 3 CVs and a CVL, plus some CAs. I also damaged 3 CVs which were then, annoyingly, missed by my patrolling subs! Jerry only damaged the Yamato, sunk a CVL and some light ships. My land based strike also did some good damage.

*Summer.* Germany strengthens itself in Russia. (*Stephen: This begins the first of several big turns for the Allies which will break the German's back.*) The Allies patrol six Task Forces near Malta, and announce an invasion of Malta. If the invasion succeeds, Italy surrenders. A huge sea battle occurs, but, after counter-airing all Axis land air in range, the Allies have land air superiority. The battle results in the complete destruction of the Italian fleet with modest Allied losses. (*Stephen: Playing the accumulated damage rules for the first time was something that all involved concluded was very enjoyable and positive!*) The Allies take Malta. Italy surrenders. The Allied bombing takes a modest toll. Rich Kent arrives to take over the Russian army. I turn over a Russia that is fully juiced, with two 4o5s plus two or three 5o6s in play, two parachutes, an air transport and a big economy. He's set to roll. Russia delivers a punishing attack, not gaining much territory, but killing Axis units.

*Fall:* The Germans maintain a solid line in the East. The Axis reinforce Italy south of Rome. The Allies invade France at N20. Exploiters move to P20, O20, La Rochelle, and Lorient. Reinforcements fill that pocket, and end of turn air superiority means that German will be unable to collapse any of the pocket in the winter turn.

*Pacific:* The summer and fall turns were rebuilding ones for Jerry.

*Winter:* A bad weather roll again favors Germany. The Germans respond in France as best they can, strong in the center, but unable to push the Allies back. The Allies invade Italy at AA23 and exploit into Casino. The Allies land in Palma and Ajaccio, and take Sardinia. In France, the Allies exploit into Paris, and take Vichy. Germany now ends the turn with 12–15 unbuilt air. The Russian army is now advancing. The German army is split in two, with the army in Rumania beginning to crumble. Russia advances into Bessarabia and Eastern Poland.

*Pacific:* Jerry had crept up just outside of Rabaul, still in the Solomon's. Another huge battle was fought, this time because Jerry had patrolled out of range of his ground based air, but in the range of mine. This time, the search dice were even farther away, and the only found TF by Jerry was just a surface battle group with no carriers. My strikes and fleet combat sank five more CVs and a few CVLs, plus a BB3 and the usual numbers of cruisers. This time my subs both found their marks, and blasted away two damaged CVs trying to limp away from the battle. Again my land based strike, with a mix of AAF and ground based NAS, wreaked havoc. My losses in this Battle of the Solomon's were even less than the first. No carriers lost at all.

**1944.** *Spring:* Germany musters an effective defense, choosing to cover all fronts evenly, to prevent a massive hemorrhage anywhere. The Allies advance into eastern France, and into Turin in Italy. Allied units move north in Italy and cross the Po. The Russians take Ploesti, Bucharest, Lvov, and Warsaw.

*Summer:* The Allies cross into Mannheim, and take Brussels. In the south, Berchtesgaden falls. The Russians press into Hungary. The majority of German air can no longer be built.

*Fall:* The Allies advance to the Elbe, and cross it at K30 with a BH. The Russians take Breslau, and close in on Berlin.

*Winter:* Elihu Feustal takes over as the German player, hoping to keep Germany alive until 1945. At the beginning of the turn it appeared a certain 2:1 on Berlin could occur from both Allied and Russian attacks. The German defense is the best it can be. The Allied attack on Berlin, given winter weather, suffers poor rolls at 1:5 to 1 and fails. Undamaged Germans then take the Russian attack. The Russians take Berlin.

*Pacific:* As a result of the winter 1943 battle in the Solomon's, Jerry was stymied for another few turns. In winter, Jerry took Lae and landed in Hollandia, after making terrible combat dice rolls and taking massive losses - leaving his marines alone on the beach. I re-invaded Hollandia and killed his Marines when we called the game. At this point the subs were starting to pinch my oil, and I was getting ready to fall back, but what a strong position! I was still collecting VPs from Chungking, and he was just getting to 8 island groups to nullify that.

*Post game analysis and comments by Brian.*

*By 1945, I had collected 10 Victory Points from Chungking.*

*Regarding mobilization, production and shipbuilding, my Air Force was about 19 AF and somewhere around 36-38 NAS. I did get out some extra CVLs (four, I think) before the transport losses really started kicking in. I believe my shipbuilding was five. I built every infantry that I could get my hands on, and had the research points saved up to build the two armors in spring of 1945, just in time to try to defend Manchuria. I also considered not building them because of the count against my force pool if they get blown up. But I am pretty sure that I maxed out the infantry.*

*Overall, if Jerry had been a little more conservative with his air force, and left it back for search (especially) and strikes, he would have done better in those two enormous naval battles, which were, by the way, the largest naval battles probably in A World At War history. They were certainly the biggest I have ever seen, let alone participated in. The first was 8 TFs, and the second was ten TFs. The damage carry over rule did not affect us too much, since both times Jerry withdrew after the first round of combat.*

*Burma was pretty quiet, although he eventually invaded Rangoon, but took such massive losses that I was able to contain it. I still held the area at the start of 1945, and still had Chungking. My Wang program had now produced plenty of extra troops for my next perimeter against him, and I was going to withdraw Japanese infantry to Manchuria, Okinawa, and Japan. Forts were waiting in Okinawa, Palau, and Saipan and Guam, and I was starting to build them in Japan itself for 1945. The Russians were coming in the spring, but were almost all infantry, and while they would have done damage, I think I would have held on to Seoul at least until the fall. I think with the cumulative VPs, I would have lasted until at least spring of 1946. I believe I had 7 oil in winter 1944, maybe with some flipped fleets, or possibly six oil. Something like that.*

*Overall, it was a great game, and I want to thank everyone for playing. Overall, I guess we have a draw, since Larry died in winter of 1944, and I was supposed to go in spring 1946, but maybe Summer. Tough to say. So it's at least a stalemate, if not a narrow Axis victory.*

*It was very fun, and for the record, overall, the very best Japanese game I have ever played. My research was bland and average, but my combat and search dice were excellent (except for those dopey subs!) I even drew my Tactical card for both fights!*

*I played with a strong respect for the fundamentals, and that was it. Nothing arcane or crazy, other than that one huge prewar attack in China. Otherwise my moves were normal and historical, as was my research (with maybe some more infantry.)*