

A World at War Tournament

World Boardgaming Championship 2011

Introduction.....	2
Overview.....	2
Plaque Winners	3
Game Summary	4
Detailed Game Descriptions	5
Game 1.....	5
Abrahamsen-Moore-Wilson-Harper	5
Game 2.....	17
Scheers-Thobaben-Hogen-Hogen.....	17
Game 3.....	21
Schoenfeld-Goldfarb-Francis-Brophy.....	21
Game 4.....	26
Scheulin-Sparks-Feustal-Moodey	26
Game 5.....	33
Milne-Milne-Crowe-Leith.....	33
Game 6.....	43
Johnson-Collins-Mathis-Mathis	43
Game 7.....	50
Stanley-Erickson-Conway-Schroeder	50
Game 8.....	61
Cruz-Carl-Kays-Smolens	61

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World Boardgaming Championships 2011

By Mike Crowe

Introduction

This document provides a complete report on the A World at War tournament at the 2011 World Boardgaming Championships, held August 1-6, 2011 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. For the first time, thanks to Elihu Feustal, we have You Tube links for each game, which provide video interviews of each of the participants at three points in the game. And finally, we provides a complete description of each match, written by the participants.

Overview

A World at War attracted its largest number of players ever: 32. This allowed for eight full campaign games, also the most ever, breaking last year's record by two full games. Although new players are not unusual, this year all attending had attended at least one previous event. The table markers indicating time frame and turn for each game, introduced last year, were used again this year, allowing spectators to easily tell at a glance how each game compared to historical results. Two games involved failed invasions of England that were later followed by invasions of Russia. One game featured an Axis conquest of Spain and Turkey, followed by a 1942 invasion of Russia. And in one game, the Allies managed to invade France in 1941, and stay

ashore. Of the eight games, two were one point Axis victories (which means one theater tied, while the Axis won by one turn in the other theater); one was a draw; two were Allied victories; and three were Axis victories ranging from 4 to 8 points. Nuclear research varied. In most games the Allies researched the bomb; in one game the Germans did, but never had a chance to use it. The number of bombs available in 1945 varied, from one in Spring 1945 to five in Fall 1945.

The new rules in Russia appear to work as intended. Russia now receives more BRPs in 1941, but fewer in 1942. This gives the Axis more staying power in 1942 and resulted in more fighting. The new rules for weakening Italy also worked as intended, and Italy is now easier to take down. The modifications to submarine warfare also worked well, and there did not appear to be any games where the Battle of the Atlantic was badly out of balance. In most games, the rules granting resistance points for holding Pacific island groups promoted fighting, but in a couple it did not. The rule granting a resistance point for controlling Chunking seemed a bit too friendly to Japan, as once taken, there is little the Allies can do to take it back. The new rule granting +1 air defense and +1 NDRM to 4 factor carriers (CVBs), made these ships more popular. In several games, both sides (Japan and the US) built them.

The primary area of the game that was deemed worthy of change at this time is naval combat. One game featured a Pacific theater in which NO naval combat occurred! In another game, exactly one naval battle was fought, but not until Summer 1945, and then only one round. This was attributed to several factors, including oil (Japan tends to be rather conservative because of it), the power of land-based air (LBA), and the threat of interception of activities in overwhelming force. New rules allowing more latitude to small forces, modifications

to the rules for LBA, and changes to the oil rules, have been proposed and will be play tested. The resistance point awarded to Japan for controlling Chunking has been changed. A point is now awarded if the Chinese resistance level is -3 or less.

One of our players, Elihu Feustal, took the time to do something we have never done before - use a video camera to interview each of the players at three different points in the game, providing a visual and oral history of each match. These are available on You Tube, at the links below. We have already heard from several folks that are planning to come to the tournament after watching the videos.

Game 1

<http://www.youtube.com/watch?v=gMQrtTsmRok>

Game 2

<http://www.youtube.com/watch?v=RYc6HXdHMVM>

Game 3

<http://www.youtube.com/watch?v=G-vv1MRHVzs>

Game 4

<http://www.youtube.com/watch?v=HnOhpIIvfvQ>

Game 5

<http://www.youtube.com/watch?v=L69nuYTVepk>

Game 6

http://www.youtube.com/watch?v=wXRqMKnj_Mw

Game 7

<http://www.youtube.com/watch?v=3Tb9EV3-LKo>

Game 8

<http://www.youtube.com/watch?v=8Uu8yMsKqlo>

Plaque Winners

1st - Paul Milne
(Best Overall)

4th - Tim Francis
(Best Allies, Europe)

2nd - Stephen
Erickson (Best Axis,
Pacific)

5th - Jon Hogen
(Best Allies, Pacific)

3rd - Don Stanley
(Best Axis, Europe)

6th - Jerry Smolens

Game Summary

	Axis	Allies	Axis Strategy	Allied Atomic	Europe End	Pacific End	Game Result
1.	Tor Abrahamsen Jason Moore	Greg Wilson Bruce Harper	Su'41 East Wi'41 Pac	5 bombs in Fall 1945	Su'45 (0) [actual]	Wi'45 (1) [actual]	Axis (+1) [actual]
2.	Randy Scheers Eric Thobaben	Vic Hogen Jon Hogen	Su '41 East Wi'41 Pac		Su'45 (0) [actual]	Fa'45 (0) [actual]	Tie (0) [actual]
3.	Ed Schoenfeld Chris Goldfarb	Tim Francis Joe Brophy	Sea Lion Su'42 East Wi'41 Pac	At least one bomb in Summer 1945	Fall '44 (-3) [est.]	Su '45 (-1) [est.]	Allied (-4) [est.]
4.	Eric Scheulin Jim Sparks	Elihu Feustel Bill Moody	Su'41 East Fa'41 Pac	None	Wi '46 (2) [est.]	Su '45 (-1) [actual]	Axis (1) [est.]
5.	Paul Milne Kevin Milne	Mike Crowe Keven Leith	Med Su '42 East Su'41 Pac	1 bomb Spring 1945	Wi '45 (2) [est.]	Sp'46 (2) [est.]	Axis (4) [est.]
6.	AJ Johnson Chris Collins	Trevor Mathis Jeff Mathis	Su'41 East Wi'41 Pac		Fa '44 (-3) [est.]	Fa'45 (0) [est.]	Allied (-3) [est.]
7.	Don Stanley Stephen Erickson	Brian Conway Tim Schroeder	Su '41 East Wi '41 Pac	1 or more bombs available by Winter 1945 or Spring 1946	Sp '46 (+3) [est.]	Sp '46 (+2) [est.]	Axis (+5) [est.]
8.	Ken Cruz Rob Carl	Graham Kays Jerry Smolens	Su '41 East Wi '41 Pac		Wi '46 (+6) [est.]	Sp '46 (+2) [est.]	Axis (+8) [est.]

Detailed Game Descriptions

Additional comments provided for each game by Mike Crowe.

Game 1.

Abrahamsen-Moore-Wilson-Harper

European Axis: Tor Abrahamsen
Japan: Jason Moore
Allies Europe: Greg Wilson
Allies Pacific: Bruce Harper
European Result: Summer 1945 (0)
Pacific Result: Winter 1945 (+1)
Overall Result: Axis (+1)

Game narrative provided by Greg Wilson, Bruce Harper, and Jason Moore.

Axis. The European Axis plan is to knock out Russia. Research will be military and air production, including heavy armor but not air transports. Germany is planning a good ground campaign.

Japan will spend the early war beating up the Chinese. The objective is to grab Chungking and add to the Japanese resistance level. This will be done in a two part process. First, the Japanese will breach the mountain hexes northeast of Chungking and advance into the open terrain hexes adjacent to Chungking. This aspect of the plan will be completed prior to the outbreak of war with the Western Allies. Second, once war is declared on the Allies and the perimeter has been secured then the Japanese AAF will be redeployed to Asia for the final assault on Chungking. For research, Japan will mobilize and produce more NAS than usual. The idea is to be very aggressive in 1942 and 1943 counter-airing the Allied air with patrols, while the AAF are away from the perimeter securing Chungking. The Allies can fight or just be content to attrition my carrier NAS. But I'll

have more than enough, what with starting with extra, and re-building as much as possible.

1939 Fall Axis. In the opening Fall 1039 Research phase the W. Allies put 3 RPs in Anglo/French cooperation and roll a "4", giving the maximum result.

The UK and French then intermingle their forces and fleets on the board and setup for the Axis assault. In addition, the Allies call Belgium with a single DP to lock in the status of the lowlands.

Japan has a maximum attrition on China utilizing even the marines and airborne. No hexes gained. In winter Japan does another attrition and gains a hex.

1940 Spring Axis. Tor waits until Spring 40 to launch the German assault. Given that the Allies have 18 air that could cover the front lines, Tor limits his assaults to the lowlands, and then conducts 2-1 attacks on all the French 2-3 units in the first row. The Axis took no losses in these attacks and did not offer the Allies a good counter attack or attrition option.

Greg. Tor made a good attack. I am now looking to pull back a hex. He will be able to get a summer conquest, but he will be taking nothing else in France other than Paris, and I am expecting to have almost the entire French army survive. There will be a lot of positive surrender modifiers, what with a DP, lots of units left, and the Anglo-Allied cooperation. Hopefully we'll get a colony or two and be able to push into the Med. So, either he attacks furiously and gets bled, or we get French North Africa and Syria.

In the Pacific, Japan increases its NAT to 4. Another massive attrition garners another hex. It is successfully gaining ground via attritions against the Chinese, moving into open terrain in front of Changsha.

Jason. Things are going well, with lots of territory taken with attritions. Bruce seems

unwitting, and doesn't see the writing on the wall yet.

Bruce. Nothing is happening, and that's good. We are thinking Jason may attack in the summer of 1941. But he may chicken out and stretch it out.

Mike. Bruce's concerns about a summer 1941 attack are the result of a warning by Greg, who was on the receiving end of such an attack from Jason the previous year. Jason is content to keep Bruce guessing, but has other plans. The attritions by Jason are focused on getting sufficient air bases in range of Chunking to allow a 2.5 to 1. The mountain hex at n21 is one. Changsha (p21) is a second hex, and q21 would be a third. That provides four air bases. Sixteen air and two 3x2's in n20 or o20 would provide 20 factors for a 2.5 to 1, with two left over to intercept the Flying Tigers. The mountain hex at n21, which is the only break in the rivers that encircle Chunking, when taken, allows him to advance after attrition, on the right roll, adjacent to Chungking. At the appropriate moment, he will pounce on n21 and take it with a full offensive, which will be his only concession to an otherwise very low tension strategy. From that hex, he hopes to get an attrition result that will let him take a hex adjacent to Chunking. Then he can pop it when ready.

Spring 1940 Allies. The Allies fall back on Paris, place two British 3-4 units in Paris, and set up the French forces to preserve themselves as best they can. The plan is to fly the Allied air after the expected air drop, and force the Germans to commit their remaining air protecting the paratrooper jumping on Paris. Germany will be able to get a 3:1 attack on Paris, but not have any air left to help wipe out the French army in France.

1940 Summer Axis. This is how the Summer 40 turn played out, and Paris indeed did fall, but the French had an Army

of over 40 factors to influence the French Surrender.

Japan: Another maximum attrition against China adds another hex in China to the Japanese empire

1940 Summer Allies. The British manage to push the Italians back from the Egyptian border (no supply in Libya due to the combined Allied Fleet). At the end of the Allied turn a British 2o5 armor unit is sent to Tunisia in the hope that North Africa will go Free French. The Axis had 2 DPs vs the Allied 1 DP, but the Cooperation result and Army modifier still give the Allies a chance of a colony on a roll of 1-2. North Africa went Free French (Syria did not) and the Italians found themselves out-flanked on both ends of Libya.

Mike: Tor played this reasonably well DP-wise, but got hammered on a good roll. The Allies now seem to have the edge in Europe. Greg played the Anglo/French cooperation well, and was rewarded by a good roll. The Mediterranean is likely to be a pretty big Axis headache for the remainder of the game.

1940 Fall Axis. Germany bombs the UK and attempts to reinforce Tripoli without success.

Japans adds to its ground forces and attritions China with all its might. The result is another precious hex in front of Changsha.

1940 Fall Allied. Allied forces advance to Tripoli.

1940 Winter Axis. Yugoslavia falls.

Mike. Tor is looking for BRPs and finds them in their traditional location!

Japan: The moment of truth has arrived. The Japanese take a full offensive and attack the mountain hex (n21) at a 2.5 to 1. For those who play Japan a lot you will understand the inherent risks that this offensive poses. If a full exchange occurs, the Japanese will have spent and lost a total

of 45 brps. This would be a major setback for a fledgling Japan. Luckily a mild exchange occurs and the hex is secured. It is defended with two 2x2's and has a strength of 12, so it is not an easy target. If there was any doubt, it should be clear at this point that Jason is going for Chunking. Japan takes full advantage of the offensive to kill as many Chinese factors as it can without losing anything.

1940 Winter Allied. Tripoli is attritioned out.

1941 Spring Axis. Greece falls.

Mike. I think Tor just likes to attack things. Diplomacy no doubt failed first! But there is some logic in holding Greece at this point, because, it might be tempting for the Allies to go into it, as they will be looking for ways to take Italy out as soon as possible. Nevertheless, tensions continue to rise.

In the Pacific, Japan increases NAT to 5. Japan attritions in China. It wants a 3C/2H result, which will guarantee that it can take either n20 or o20. But that is just 1 chance in 6, on either the 31-40 column (a roll of 3 goes up to a 4 to give the result), or on the 41-50 column (a roll of 1 goes up to 2 to give the result). It did not get the result that it needed to gain the hex Northeast/east of Chungking but it gets Changsha. The second major objective on the road to Chungking has been secured.

Mike. The BRPs spent cut into Japanese growth in 1941, but that is an acceptable trade-off for a sure thing. Given that Jason has a slower than usual mobilization schedule and may wait for a Spring 1942 DOW, that will hopefully help make up the difference.

1941 Spring Allied. Germany sets up to invade Russia on schedule, and Greg sets up a "Bend like a Reed" defense of Russia. (Preserve the Army by giving up space). Instead of defending the whole front, Russia

puts a strong point in Kiev and creates a line of units north to the Baltic States that could not be overrun (3 hexes from the border). The one IC in range of Rumania is defended with two 3-3 units. The concept is that the Germans can drive only so deep in the Ukraine, and the Russian army gets preserved.

Mike: This defense got quite a bit of attention at the convention. I had not seen it tried before. Everyone was curious to see how well it would work.

The Allies prepare themselves for a possible summer 1941 attack.

Greg: Japan had actually planned to attack in spring 1942 and kept tensions as low as possible. I warned Bruce of the danger of the summer 41 attack and we had prepared for it as best we could. This meant focusing research and production and getting maximum amount of forces in the Pacific that we could, without radically impacting tensions in Europe. Just a handful of extra units and fleets starting in the Pacific really put a monkey wrench into the Japanese opening turns.

Jason: I had always planned to attack in Winter 1941 or Spring 1942 all along. The Chungking strategy does not allow for an early attack. I need those turns to extricate my forces from China once my pre-war objectives have been met.

1941 Summer Axis. Tor accepted the gambit and drove into the Ukraine, but did not approach the Russian northern lines. Since the Russians were effectively frozen due to the surprise rule, they would not be in a position to readjust easily and cover the advance through the Ukraine. The only combat in the opening rounds of Barbarossa turned out to be air combat!!

In the Pacific, Japan attritions again in the hope of the perfect roll to gain one hex adjacent to Chungking. It arrives in the form of a "1" roll (modified 2 result) on the

41-50 column. This gives the Japanese the 3C/2H result it needs to secure a hex adjacent to Chungking. The reason for this unique result is that both open hexes, n20 and o20, were defended by two counters each. The Chinese cannot lose all four counters to stop an advance. One unit will survive thus allowing the Japanese to advance. The Allies realize this and lose chumps from around the board and Japan secures the hex east of Chungking. The third and final objective to the pre-war phase has been secured.

Mike: Since there was only a 1 in 6 chance on any given turn of moving adjacent to Chungking on an attrition, how critical was this to the Japanese strategy?

Jason: It was definitely a big help. Had I not been able to move adjacent on attrition, then I would have had to make two attacks in China in 1942, rather than one. The first to clear a hex next to Chungking, and the second to take Chungking itself. This would have required me to keep my air away from the perimeter for three full turns, rather than two, and would have exposed me to more losses, potentially quite expensive. And it might have been more difficult to recover from whatever the Allies accomplished on that third turn.

1941 Summer Allies. Russia was forced to eliminate some units in the line so they could be built in Rostov and defend key spots.

Greg. I had Kiev locked, and the rest of the south empty. So the Germans moved into the empty space, but didn't attack in the north. There was no combat in the opening Barbarossa. His idea was to pin me in the north, so I couldn't move to defend in the south with anything. I blew up a few key units.

1941 Fall Axis. Fall found the Germans pushing the Russians back, but the only

combat is to clean up Kiev and the two isolated Ukrainian IC's.

In the Pacific, The Japanese pull out of China and position itself for a "Classical" Winter offensive.

1941 Fall Allies. Russia responds by building a line from Rostov up and back towards Moscow. It was a thin line and it was hoped General Winter would save them.

1941 Winter Axis. Winter 1941 turned out to be a "9" for the Germans (without winter prep).

Greg. It was a very COLD winter!

Mike. I am sure Greg smiled at this winter roll, and the lack of German winter preparation, because the weakness of his defense is a mild Russian winter. Greg gets the roll he needs (there can be no German attacks). It is pretty much the weakness of any defense, but some are a little riskier than others.

In the Pacific, the USAT in Europe forces Japan to attack in Winter 1941, or risk being inundated with Allied troops. At Pearl Harbor, the Japanese got a CV and were content to retire after one strike. As for the rest of the Pacific all the familiar names of places were taken by Japan; Wake, Lingayen (Philippines), Guadalcanal, Palembang, Kavieng, Gilberts, got adjacent to Singapore, got adjacent to Rabaul and pushed into Burma.....

Jason. Pearl Harbor was a little above average. I sank a carrier and two battle ships. The rest went according to plan.

Mike. Since the Allies were expecting an early attack, they had units in the wings to reinforce in that event. Tor's attacks on Yugoslavia and Greece, necessary for the Germany economic, diplomatic and military position, inflame tensions to the point that Jason can't afford to postpone his attack. A Spring 1942 attack was not important to his overall strategy, just a possible option. What is important is that

he has 29 ENAS on the board. He will mobilize three in winter, and produce 2 in Spring 1942, giving him a total of 34 by the end of 1942.

1941 Winter Allies. Russian inflicted nasty attrition hits on German forces.

In the Pacific, more air than usual is sent on its way to Australia and the South Pacific.

Bruce: The Allies at first decided to emphasize the south Pacific by reinforcing it heavily with air units, thereby gaining several turns and at least balancing the Japanese gains in China.

1942 Spring Axis. Japan increases its NAT to 6. Japan completes its standard set of two turn conquests. A full offensive is taken in both Southeast Asia, and in the Pacific. The "Golden Triangle" (hex n15) falls to a 2:1. Singapore succumbs to an attack after one turn of isolation, and Manila falls. The DEI is secured. Japan launches its first patrol into the Rabaul area.

Because Japan will pursue a strategy that relies heavily on offensive patrols in 1942, it does not spend much on shipbuilding, and only adds two CVLs to its carrier force, to bring it up to 24 carrier factors by 1943.

1942 Spring Allies. The British found themselves with a large army in North Africa and no opponent to attack. The thought was to knock out Italy or invade Greece, but the Germans heavily defended southern Italy and Greece and the Allies only had so many DD's at this point in the war. No action is taken until summer.

In the Pacific, the Allies find themselves with a NAT no higher than the Japanese. Only one was added prior to 1942, and only one is added in 1942, bringing their total to six. Allied air defend everything worth defending. Port Moresby will not fall, and they should be in a position to attrition the Japanese army air, and begin to advance.

1942 Summer Axis. The Germans press on and take Stalingrad.

Greg. The Germans were at full builds. They started up in summer, and did manage to temporarily break through and grab Stalingrad, but that was the highpoint of the attacks.

Japan sends its second patrol into the Rabaul area to wipe out the Allied air in the South Pacific. Jason focuses on killing Allied NAS whenever possible, which has been deployed like AAF, and is vulnerable. In a typical turn, Jason would first stage his AAF forward to counter any Allied air in range. The carriers would then patrol and eliminate more Allied air. By staying on patrol, Jason could then supply his islands on the perimeter, unless the U.S. wanted to come out to fight. Down a carrier from Pearl Harbor, and happy to see Japan lose some of its own NAS, the Western Allies simply watch and bide their time.

Mike: This appears offensive but is actually defensive - it takes away the Allied attack capability. He is basically softening the Allies up, so that he can transfer almost all of his AAF to China to take Chungking, without allowing the Allies to blow too significant a hole in his perimeter.

The Japanese AAF are SRed back to China for an assault on Chungking in the fall. The air will be gone for two Allied turns - summer and fall. By winter they will be able to stage away from Chinese units and SR back to defend the perimeter.

Mike: This is the time for the Allies to make trouble.

1942 Summer Allies. German exploiters in Stalingrad find themselves isolated, as the Russians break into a German made pocket. The Western Allies invade Spain, opening a new front for the Germans to deal with. The initial attack goes well, with invasions from Gibraltar, and the Portuguese beach. The commando unit seizes Lisbon, allowing DD's to SR a couple of units there.

Greg. The Axis decided to hold Greece and Southern Italy strongly, with beach defenses and lots of air. Tough. So we decided, why don't we vacation in Spain? It had the advantage that a lot of those cold Germans, miserable in Russia, got to transfer to nice sunny Spain!

Mike. This is not all bad for Germany. It immediately gets the Spanish BRPs and troops. Since they still hold Madrid and the Allies can't take it before Winter, they'll get the BRPs and a DP advantage in the 1943 YSS, at least for a turn. The Allies will have to spend a year just crossing Spain, though it should put them ahead of schedule in attacking France, if they can bring enough force to bear. It puts the Axis on the defensive in Russia, but that would happen soon enough anyway. The Allies are taking the long way to Berlin. Still, it gives them the initiative, and it is up to them to make the most of it.

In the Pacific, the Allies take advantage of the lack of Japanese air and take Guadalcanal, and an island in the Gilberts. They continue to replace their air losses and more, planning on revenge against the Japanese in 1943.

Greg: Japan initially conducted a standard attack in the Pacific, but then switched back to China and took Chungking in order to gain a +1 Japanese resistance modifier every turn.

Bruce: The rules have since been changed to provide that Japan has to force a -3 Chinese resistance level to get this modifier, which the Allies can at least try to counter.

The Allies decide to emphasize the south Pacific by reinforcing it heavily with air units, thereby hoping to gain several turns in the island-hopping game, and at least balance the Japanese resistance point gains in China.

1942 Fall Axis. The surrounded exploiters in the Stalingrad pocket attack west to rejoin with friendly lines. At this point the tide has turned in Russia, as the Western Allied attacks start to divert German resources west. The Axis react by pulling the Spanish back to the Pyrenees, so Madrid would not be an exploitation hex, and build up a scratch defense on the French/Spanish border.

Japan runs a third patrol to attack the Allied air on the perimeter. Again, no Allied interception. Japan attacks and takes Chungking, but the air is frozen because it is adjacent to Chinese units.

1942 Fall Allies. It is at this point the Allies start to get a little stretched due to lack of ground units and are not quite able to drive into France without the Germans driving them back again.

In the Pacific, the Allies take advantage of the absence of most of the Japanese AAF, take Santa Isabel in the Solomons, and are now in air range of Rabaul. Replacement of air and a continued air build up in the Pacific continues.

1942 Winter Axis. Germany continues its policy of defending in Russia and attacking in the west.

Japan runs a fourth patrol against the Allied air. Japan's AAF returns to the perimeter after its success in China. Chungking is secured and Japan has not paid a significant price for the time the AAF was away. Japan also retakes an island in the Gilberts.

1942 Winter Allies. Russia takes what the Germans give.

In the Pacific, the USA takes the island of Santa Isabel in the Solomon chain. This leaves the Japanese with only one island in the group.

1943 YSS. Elihu interview. *Description of European board position.* The Allies have overrun Spain! They have reached the

Pyrenees. They face a double stack of Axis units defending there, holding three mountain hexes and one plain terrain hex. The Allies also have the Balearic Islands and Sardinia. The Allies hold Malta and French North Africa as well as Tripoli. There are troops scattered in the Middle East, where they appear to be doing partisan duty. There are British units in Crete. The Italians are holding Greece, with double stacks of infantry, and beach defenses. In Russia, the Germans are in Kharkov and next to Rostov. There are a number of Vlasov army units on the board. The Russians hold the forests near Smolensk as well as the lower half of the forests in the North. Leningrad is Russian and not isolated. Norway is strongly held by the Axis. The French beaches are almost bare, indicating the beginning of the Spring 1943 turn. There are beach defenses in Normandy.

Axis comments to Elihu. Tor. As you can see, it is not the best. It is what it is! We'll fight to the bitter end! He may get me in 47! I'd be doing better if it wasn't for my Ally!

Elihu. Did anything go wrong in this game?

Tor. Yes, unfortunately they had cooperation between England and France, which led to North Africa going Free French. This led to the collapse of North Africa for the Italians. They got bored trying to invade Italy, so they went after Spain. That shut down my campaign in Russia.

Jason - Summer 45, right?

Tor - that's the EARLIEST!

Jason. Germany has 537 BRPs!

Elihu. Predictions on the game final victory count?

Jason. Stalemate across the board. Close! I don't want to be overconfident, so I'm calling for a stalemate.

Description of Pacific board position. The US is in the Gilberts, as is Japan. Japan has heavily fortified Rabaul, Lae and Hollandia. 4 Japanese TFs are in Truk, 1 in Palau. The Allies have most of the Solomon's except for the northernmost island. The US has Port Moresby. Chungking has fallen. Japan is solidly positioned in Burma with double stacks of infantry in the Jungle-Mountain hexes, and in the golden triangle. Japan controls quite a bit of China. The two bridgeheads are linked.

Axis comments to Elihu. Jason. The Chungking strategy worked out so far. I've been sitting on it since the fall of 1942. I've been racking up VPs. Who knows if in the end its going to matter? It will matter a little. But my ally is not doing so well. I'm having a little more resources heading my way than would normally be the case. Racking up 11 or 12 resistance points will help me out.

Allied comments to Elihu. Bruce. Over here (China) he took Chungking. What can you do? Well, you can come through here (New Guinea) and take Tokyo. There is a lot of air here. When you look on the other board, you'll see why. We're stuck, everyone's stuck. But the good news is, look at this! Bruce displays racks and racks of carriers building in both theaters. He shows a handful of Ultra and Magic cards as well, and says, there are some nice cards here too! I think in 1943 Jason is going to get hammered. Once we get the last islands in the Gilberts and Solomon's, the resistance points balance out, and we just start coming. Unless he stops us, we'll sink THESE, (and shows Jason's fleets!) We do have a plan!

Greg. Right. Kill the Japanese!

Elihu. Predictions?

Bruce. Two turns in Europe, one turn in the Pacific.

1943 Spring Axis. The Axis position units to defend France from the threat from Spain, as well as invasion.

Japan increases NAT to 7 and the Kwangtung Army awakens. These units will prove to be very critical as the Japanese scrape bottom for men and material. With all of its air back on the perimeter, it can attack Allied air with both staged Japanese AAF, as well as a carrier patrol, and does so. This is the FIFTH straight patrol into the Rabaul/Guadalcanal area.

1943 Spring Allies. The see-saw battle at the Pyrenees continues.

The Allies finally begin increasing NAT by two per year, as they have not been doing well in the battle of NAS attrition. In summer they will pass the Japanese NAT for the first time. The Allies supply Santa Isabel and build a port there, anticipating making good on Bruce's threat to take the war to Japan in 1943.

1943 Summer Axis. Japan has been waiting for the moment for a real counterstroke. With all of its Marines in Truk, and AAF in the region, the moment had arrived. Japan runs its SIXTH straight patrol, invades the newly built port at Santa Isabel, and takes it from the Allies. This is much to the Allies chagrin. This removes the major Allied offensive threat, and blunts their entire attack for 1943.

Jason: Besides the taking of Chungking, this was one of the most significant events in the game. This is a major tactical blunder on the Allies' part and will help me keep them at bay for the remainder of 1943.

1943 Summer Allies. The Allies invade successfully at Brest, and the race for Berlin is on.

1943 Fall Axis. The Germans manage to find holes in the lines, and continued to slow up advances. The Allied attack against Italy got isolated when a hole was not covered, and this bought Italy more time. Germany

meanwhile has been retreating quickly in Russia and has set up a defense of the fatherland and her oil.

Japan runs its SEVENTH straight patrol, and is able to supply both Santa Isabel and Bougainville. These are both reinforced with strong units, and Jason builds a fort on the former Allied port. Japan will now revert to a strictly defensive game.

Jason: I am puzzled at the lack of aggression on the Allies part. Having stayed on station on almost all of my SEVEN patrols, the Allies have not once contested my fleets. In many instances, I was under just one or a two of my own LBA and had only 50% of my NAS remaining after the counter-air battles. From my perspective I was ripe for the picking on many occasions. But to my good fortune my opponent did not think so.

1943 Fall Allies. A focus on getting large amounts of allied Army air allow a smaller Allied Army to dominate. An attack is made at Italy aimed at knocking it out of the war.

Bruce. Yes, at first this strategy was completely successful.

In the Pacific, the Allies work on building up sufficient force to re-take Santa Isabel.

Bruce: Ultimately, the "fighting" in the Pacific turned out to consist solely of patrols under land-based air umbrellas – there wasn't a single ship-on-ship naval action in the entire war! The salutary result of this "non-game" was an in-depth look at the underlying dynamics of the Japanese "fleet in being" plan and some rule revisions which now give the Japanese reason to fight in the Pacific, so the sacrifice wasn't completely in vain. The outcome of the Pacific war in this game was therefore decided in Europe, where the Allies had to score a one-turn victory for a tie and a two-turn victory for a win.

Jason: Obviously, I could not disagree with Bruce's analysis more. To this point in the game I have played one of the most aggressive strategies that I can remember. Most of you understand that I do not have the "passive" style of play that is being intimated by my opponent. Having risked the entire game by making attacks in China early and then running seven consecutive patrols straight at the Allies, I cannot think of a more aggressive and confrontational approach to playing the Japanese. However, I do agree with the one point Bruce makes that there was no fleet combat! This is primarily due to the style of play of the Allied player and not some "flaw" in the game system.

1943 Winter Allies. Germany and the Allies continue to battle it out in France, going back and forth. The Allies find their forces were a little too small in France and Spain to make a decisive blow.

Bruce: Tor's Germans, not surprisingly, proved adept at exploiting Allied slips and the life expectancy of the European Axis started to reach into 1945, which was good news for the Axis and bad news for the Allies, who were committed to a big win in Europe.

Russia advances on a broad front in 1943, but gets messed up by the 1943 winter roll (ironic), and is not in position to attack Poland in force until Summer 1944.

The Pacific continues to be quiet, while the Allies build up and launch carriers.

1944 Spring Axis. Japan prepares for the surprise attack on Russia. It positions all of its armor just in range of the Russian army, and places a large amount of army air just in staging range of the Russian lines.

1944 Spring Allies. The Allies are at the gates of Paris in force, but still with German forces in the south of France protecting Italy and covering Spain.

The Allies re-take Santa Isabel in the Solomons.

1944 Summer Axis: In the Pacific, Japan launches a surprise attack on Russia, taking Vladivostok and pushing them far back into Mongolia. The surprise is so complete that the entire Russian Siberian garrison is liquidated, except three army air factors. This secures Harbin and Mukden through the end of the game.

Bruce: Japan's strategy induced an Allied mistake when the Allies forgot to reinforce Siberia, and Japan attacked Russia. The gains made by Japan gained Japan a turn and this later turned out to be important. No matter how boring the position, it pays to stay focused – this blunder would not have occurred in a more typical game

Jason: The build up to attack Russia was done slowly and in such a way as not to tip off the Allied player. I had slowly built up the forces necessary for the incursion over three turns. I was fearful that my opponent would see the writing on the wall and make some adjustments to his defense. Again another blunder on the Allied side secured the Japanese victory.

1944 Summer Allies. An undefended beach in Rumania allows a 3o5 unit to land, and combined with a Russian attack, the Rumanian front line is isolated. The Russians attack Poland.

The Allies bypass Rabaul and take Lae. The Allies have taken a toll in the sub war, but not enough to influence the outcome. Jason achieved 2 air range and 3 ASW results, and had a number of ASW. The Allies sunk on average two to four transports a turn.

1944 Fall Axis. Italy is on the ropes with the Allies about to take Genoa, when the Germans surprised a sleep deprived Allied player, and dropped the German paratrooper in Tunisia. This kept Italy in the war, and forced the Allies to divert forces to finishing off Italy.

1944 Fall Allies. The Russians take Ploesti, but due to two more oil plants, this really did not impact the game too much.

1945 Spring Allies. The Allies press on against both Italy (Tunisia and Rome) and Berlin. Due to an invasion of Denmark, the Allies have air units in range of Berlin, but with insufficient ground troops, the Germans continue to make spoiler exploitation attacks at key points, delaying Allied advances. The Allies fought a battle in the Med to keep Italy from reinforcing Tunisia (with a navy that had been on the way to Japan). They got a 2.5 -1 attack on Tunisia and knocked Italy out of the war, but at the cost of vital air that could have been sent after Berlin. The final attack on Berlin was a 1945 Spring clearing move by the Allies (to create an empty hex for Russian exploiters to move into), followed up by a Russian attack on Berlin. The Russian attack was to be two 2.5:1 attacks to clear the way, followed by a 2:1 attack on Berlin. However, because of a miscount in the factors, the final attack was a 1:1 on Berlin. A "1" full attacker eliminated was rolled!! (Which ironically was expected, as Greg had consistently rolled one's and two's for most major attack in the game.)

In the Pacific, the Allies fell a turn behind in taking island groups and were forced to step up the pace in 1945. The Japanese oil is cut on the board. The last hope for the US to win the game on time (for a tie in the Pacific) is with the bomb. Fortunately for the US, they got the maximum result for both Uranium and Plutonium, and had five bombs ready for Fall 1945.

Summer 1945 Axis. There is not much for Germany to do except await the final blow.

In the Pacific, with the oil cut and 8 oil in the reserve, Japan takes most oil effects to insure that five oil will be available to offset all oil effects in Fall.

Summer 1945 Allies. Berlin falls, resulting in a draw for the European board.

Bruce: This meant a loss for the Allies, as they had given strategic priority to Europe and simply had to win there. For the Allies to win in the Pacific was impossible, barring a major mistake by Jason in playing out Japan. All the Allies could do in the Pacific was pose the Japanese a series of tests and, if they passed, Japan would hold out until Winter 1945.

In the Pacific, the Allies take Okinawa.

Fall 1945 Axis. Japan offsets all five oil effects and prepares for the assault on the mainland. Japan has a strong interceptor force and a completely intact fleet, with heavily defended beaches.

Fall 1945 Allies. Fall found the Allies taking Singapore, Taipei, Canton, Seoul (with a tactical nuke), Manila (with a tactical nuke), and Tokyo (also with a tactical nuke).

Mike: To prepare for all of the invasions, Bruce first neutralized the Japanese fleet. This was accomplished by a massive air strike on Tokyo, where most of the fleet was at anchor. The NAS were killed and all the carriers were damaged. Bruce then damaged most of the battleships. He had enough force on patrol to handle any attempted counter-interceptions.

The Allies attempted an invasion of Japan, along with dropping two bombs, one on Tokyo and one on Kagoshima. The Japanese interceptors (6 of them) drove off the Kagoshima attackers, and only Tokyo got nuked (Tokyo had also been fire stormed earlier). When all the Japanese dead units had been tallied, and resistance points counted, it was determined that Japan was still positive by 3 points, and would fight one more turn. Japan would surrender in Winter 1945. Result: A net 1 point victory for the Axis powers.

Post Mortem. *Greg:* The Western Allies started strong in Europe, and Russia was

never in danger in the game. However, some strategic mistakes (too few ground troops, not taking out Italy sooner) put the Axis in a position to launch multiple well played spoiling attacks that bought them the time they needed to conclude Europe as a draw.

In the Pacific, Japan was winning the game from the beginning, and was able to take advantage of the blunder in Siberia to cinch up their position. It was only the incredible late game Allied atomic results that gave the Allies a chance to shoot for a Fall 1945 draw in the Pacific. As it turned out, it was not quite enough, as the Japanese managed to deflect the fatal second bomb.

Bruce: My perspective on the game was quite different: the Allies deliberately wrote off the Pacific in order to win in Europe, and they had sufficient forces to do so – not having a 1944 level ground force pool in 1942-43 is hardly a “strategic mistake”! But was it a strategic mistake to even try?

I don't think so. The Allies had a big advantage in Africa and the 1942 invasion of Spain caught the European Axis flat-footed. At the end of 1942 the Allies were winning in Europe, but tactical errors allowed the Germans to successfully counter-attack and stall the Allied advance. This was doubly frustrating for me, as I had promised Tor (my perennial Vancouver opponent) that I wouldn't help in Europe. I managed to keep this deal, more or less, but with no Pacific campaign, it meant spending a lot of time watching other games rather than helping out in Europe, as I would have every other year. Another lesson learned! The convention is a team game and you have to be able to play in both theaters, especially when your opponents are not so inhibited. Greg was literally outnumbered by the Tor-Jason combination – two players who between them are unlikely to miss much. (Their discussion of how to attack Greg's unconventional Russian defense

should have been recorded for posterity – it was the high point of the game!)

So the plan should have worked, because France and probably Italy should have fallen in 1943, and Germany in 1944, for a one-turn Allied win, unless Japan held out to 1946, which is pretty difficult.

What was the alternative for the Allies? To continue with their initial plan and continue their air buildup in the south Pacific. With their own air committed to finishing off China, the Japanese could not have countered this and the Allies would have been ahead of the curve, rather than behind it, in the Pacific. The Allies would have kept Africa, and the only possible danger in Europe would have been in Russia. In this scenario, the Allies would have a chance at winning by a turn in the Pacific, but there would be no real reason to expect victory in Europe.

All things considered, I would follow the same Allied strategy again, although the Pacific dynamics are now such that the Allies are unlikely to have such an opportunity in the future. But it is just this type of grand strategic decision making which makes the Allies so much fun to play in *A World at War* (the Axis have their own charms). Committing to one theater at the expense of the other is always risky, as the Allies are giving one Axis opponent a free ride in the hope of winning big in the other theater.

Jason: My perspective mirrors that of Greg's. The Allies from the beginning had put forth a Japanese first strategy which, except for some minor adjustments, continued though out the game. The events in Europe did not require any allocation of the historical resources earmarked for the Pacific, especially any fleets or air units. Tor's early collapse in North Africa freed up all the Western Allied ground and air forces in Europe to launch the Spanish gambit. The Spanish

gambit also required minimal Allied fleets to invade, as the initial beach of the invasion is vacant (Portugal) and the Allies controlled Gibraltar. Further, this gambit allowed the Allies to continue supporting the Spanish front with minimal allocation of fleets as the Italians could not intercept and the distances for the Kriegsmarine was at its outer limits. The fact that Greg destroyed the Kriegsmarine during Tor's raiding attempts further gave the Allies a free hand on the high seas in Europe.

The main strategy that the Pacific Allies did employ was the Allied "fleet in being" strategy. This strategy dictates that you do not undertake any offensive or interdiction activities until you have an overwhelming superiority of fleets and air. This was the strategy that Bruce employed against me. I could not get the Americans to engage me in any fashion until they had accumulated such a large navy and air force that the outcome of any engagement was a foregone conclusion. The Japanese ran seven straight patrols at the Americans (which all stayed on station through their respective turns) which the Americans did not contest! NOT ONCE!

Also, I did not see any obvious "shift" of resources to the European theater. What I did see was an overall production strategy that emphasized Army air above all other units. This was at the expense of ground units and naval air training early in the game. This strategic decision undermined the Allies ability to wage war in the early stages of the game in both theaters, and led to a game of catch up in which they could not overcome.

Above all of the numerous tactical blunders that the Americans committed, it was the American "Fleet in Being" strategy that hampered the Allies in the Pacific the most. The American's

unwillingness to attempt to engage the Japanese navy until 1944 was its undoing.

Mike: I watched the Fall 1945 turn as Bruce and Jason played late into the night on Saturday, following our awards ceremony. The final Allied attack was impressive, and made up more ground than I thought possible. All the forces from Europe definitely helped. The use of the five nuclear bombs was creative.

Game 2

Scheers-Thobaben-Hogen-Hogen

European Axis:	Randy Scheers
Japan:	Eric Thobaben
Allies Europe:	Vic Hogen
Allies Pacific:	Jon Hogen
European Result:	Summer 1945 (0)
Pacific Result:	Fall 1945 (0)
Overall Result:	Tie (0)

Game narrative provided by Randy Scheers with feedback from Eric Thobaben and Jon Hogen.

1939 Fall Axis. Poland falls with minimal losses. German raiders sink a transport.

1939 Winter Axis. Nothing of note happens as Germany sits tight and builds up their forces.

1940 Spring Axis. Germany conquers the Netherlands, Belgium and Luxembourg. The front Maginot Line hex is also attacked because it was lightly defended, and Germany takes a second Maginot Line hex during exploitation.

1940 Summer Axis. Paris falls. France has no units survive, and the FLS is +1 after the WAs reveal 3 DPs in France (the Axis had none). Vichy is established.

1940 Fall Axis. Yugoslavia grants hex control to Germany and Italy enters the war. Rumania, Hungary, and Finland also join the Axis. After building destroyers and threatening to execute a Sea Lion, Britain heavily defends their beaches. So instead, Britain is bombed to not much effect. Norway and Denmark fall.

Mike. I find it interesting that Italy stays out of the war until Fall. This gives a +2 modifier to Yugoslavia, since the Italian DoW of the Western Allies occurs later in the turn. I have actually never seen this done. It seriously limits the Axis ability to

push in North Africa in 1940. I'm not sure it was the best option in this game, given that Britain was heavily defended. Bulgaria isn't mentioned, so I assume it is still neutral, meaning no extra DP for the Balkan minors. But the DP for Belgrade makes up for that.

Randy: I believe that Bulgaria was still neutral at this point. I am not sure that waiting with Italy was the best option either; as you said we accepted that it would limit our gains in North Africa. But it wasn't an obviously bad option.

1940 Fall Allies. The WAs announce an NDRM increase to 3!

Mike. That sounds a lot like Jon Hogen to me! He really likes to get the naval DRM as Axis, so why not as the Allies? 1940 is about two years ahead of schedule! What a nice help for the Battle of the Atlantic!

1940 Winter Axis. Britain is bombed again to not much effect. The BOTA starts a stretch of being very ineffective.

1941 Spring Axis. Yugoslavia joins the Axis. Malta falls while the war in Egypt continues to be very static.

Mike. Given that the Axis already had hex control, pouring troops in should make activating Yugoslavia very likely. Now at least the Germans have units to fight the partisans!

1941 Summer Axis. Germany reveals an ADRM increase to 3 and launches Barbarossa. All of the Russian units on the border are isolated. Russia rebuilds their army deep in Russia and abandons Smolensk, Kiev, and Dnepropetrovsk. Britain attacks Lebanon-Syria.

Mike. Germany takes revenge for that early allied naval DRM! It looks like a very successful opening turn.

Randy: It was a very successful Barbarossa, and the German losses were very light too.

1941 Fall Axis. Germany takes Smolensk, Kiev, Dnepropetrovsk, and Sevastopol. Kharkov and Leningrad are isolated.

Mike. This is a nice position for Germany. I assume many of the forest hexes south of Leningrad are also occupied.

Randy: Correct. I believe that the eastern-most hex was still Russian but the rest were captured.

1941 Fall Allies. Britain captures Lebanon-Syria.

1941 Winter Axis. The Russian winter roll is a '6' for a winter level of 11. Nothing happens of note other than lots of dead Germans.

Mike. Well, the most important thing is what didn't happen - a low winter die roll and lots of dead Russians! It looks like Germany gave up winter preparation to get that air DRM! I am sure Vic is cheering that Russia is saved! I assume that the German air stayed in Russia in hopes of this possibility. However, given the lack of winter prep, it might have made more sense to have transferred it back to the West at the end of the fall turn to weaken Britain. That does take a lot of pressure off the Russian defense in their own fall turn, though, since with the air in the East they have to plan for the worst, and without German air, the worst is not nearly as bad as it might be.

Randy: You can't have everything; a winter prep. result was sacrificed to get the other results (like the ADRM). There was still a 50% chance of getting an attack in winter, and a 1/3rd chance of being able to blast one city. So the air was left in Russia. Maybe that was too optimistic, but I would also hate to lose an opportunity because I didn't have the air available.

Japan declares war on Britain and the United States, executes a pathetic "surprise" attack at Pearl Harbor, and takes the usual targets including Rabaul.

1941 Winter Allies. Britain attacks Morocco.

1942 Spring Axis. Germany declares war on the United States. With Happy Time, the BOTA modifier is positive (+1) for the first time in a while (and the last time, too). Nothing much happens in the Russian mud.

Japan announces an NDRM increase to 4, invades Santa Cruz and controls all but one island in the Solomon Islands. Japan also builds a port in Guadalcanal. Japan does not take Singapore.

Mike. What a battle of DRMs! Did all diplomacy fizzle in 1942?

Randy: I don't have those details any more, but I think so. There was nothing unusual with diplomacy in the game.

1942 Spring Allied. Britain captures Morocco.

1942 Summer Axis. Kharkov falls and the center of the Russian line is isolated.

Japan secures the last island in the Solomon Islands and also secures the Gilbert Islands. Japan fails to invade the Aleutian Islands when the U.S. does a MAGIC interception. As a result, Japan only gets to 7.5 island groups.

1942 Summer Allies. The WAs fortify Singapore.

Mike. Oops! I hesitate to ask why no Japanese armored unit was adjacent to Singapore to prevent this. This will cost Japan something, possibly a lot.

Randy: This was a blunder. Both Eric and I forgot briefly that Japanese armor retained its mechanized component in jungle.

1942 Fall Axis. The line stabilizes in Russia.

Japan pulls their forces back to take Singapore. This makes it possible for the US to invade Tamana. As a result, Japan is still at only 7.5 island groups.

Mike. No casualties are mentioned, so I assume Singapore falls without much trouble under the weight of all the Japanese carrier air. The loss of Tamana is normally not a big deal. One resistance point lost mostly.

Randy: Correct; I don't remember the losses being significant.

1942 Fall Allies. The WAs invade Tunisia and isolate the Axis forces in Algeria.

1942 Winter Allies. The winter roll is a '5' for a winter level of 8. Nothing happens of note again this winter other than a bunch more dead Germans. Malta is liberated. The WAs attack Tripoli but fail (rolling a '1' on a 2:1 attack and deciding not attack in a second round).

Japan and the US play a cat-and-mouse supply game while the US builds up their forces and take Beru. Once more, Japan has only 7.5 island groups.

1943 Spring Axis.

Mike: There is no narrative for Russia, so I assume the front is static. No diplomacy is noted either, so the Allies are either waiting to roll for Vichy, or the Axis rolled already and neutralized it, or just took it. Probably the latter.

Randy: The Axis just took Vichy in Spring 1942 when they DOWed the US. The Russian front was pretty static.

Japan isolates Tamana and Beru, which prevents any port construction by the US.

1943 Spring Allies. Tripoli and Ethiopia fall. There are no Axis units in North Africa.

Mike. Now Randy gets to enjoy the latest rules for weakening Italy, namely the -1 DM for Italians in the Med. I assume Germans are making their appearance down there at this point.

Randy: The Germans were in Italy doing garrison duty earlier, but they were slowly getting more numerous.

1943 Summer Axis.

Japan starts a planned withdrawal in the face of growing US pressure.

1943 Summer Allies. The WAs invade Sicily. Russia starts its slow grind forward by attacking many of the Axis infantry on the front line.

The US builds a port in Tamana.

1943 Fall Allies. Italy surrenders. The WAs invade Spain from multiple sides and capture it. (*Randy. The game was following a pretty historical path until this point.*) Russia continues to slowly advance.

Mike. Invading Spain is kind of a "why not" in this position. It can potentially spread the Axis defense by diverting units to the Pyrenees. This could make invading France a little easier in Spring 1944, or even unnecessary.

The Allies did a nice focused job of taking Italy out on time, aided by the rules change. It's nice to see this start to happen.

Randy: I agree that it was nice to see Italy fall on schedule (from a game design point of view, not from my perspective as the Italians!). I agree with you on invading Spain, although from a game design point of view it seems too easy.

The US invades Lae.

1943 Winter Allies. The winter roll is '1' for a winter level of '2' (and '0' for the Russians). The Russians continue their advance. The WAs consolidate their forces in Spain.

The US invades Kavieng, Wotje, Majuro, and mops up Gilberts to get to 8 island groups.

1944 Spring Axis. Japan begins withdrawing units from the Solomon Islands (which is still all under Japanese control).

1944 Spring Allies. The WAs invade Dieppe and take Paris on exploitation. The WAs also breakthrough the Pyrenees. Partisans in central France link the two

fronts and isolate the Axis units in Normandy and Brittany.

The US invades Hollandia and Ponape.

1944 Summer Axis. Germany attempts to defend in France and the result is a mess much more than a line.

Japan builds a port in Guam.

1944 Summer Allies. The WAs clean out the German defenders and link their two forces but do not advance toward Germany. The Russians continue to advance in the east.

The US invades Truk, Manado, Ambon, and Makassar.

1944 Fall Axis. Japan staunchly defends Singapore and Manila.

1944 Fall Allied. The WAs take out the first two lines of German defense in France and advance two hexes. Russia breaks through in the Balkans and conquers Rumania.

The US invades Ulithi, Woleai, Lingayen, and the DEI.

1944 Winter Axis. Japan heavily defends Okinawa.

1944 Winter Allies. The WAs wipe out the weak front line in France and advance one more row of empty hexes. Cologne is captured. Russia conquers Yugoslavia and gets next to Warsaw.

The US captures Guam.

1945 Spring Axis. Germany rings Berlin with two circles of overrun-proof ground units and abandons everything else.

1945 Spring Allies. The WAs are unable to drop an atomic bomb on Berlin because Germany has too many interceptors, jets, and AAF.

The US captures Okinawa.

1945 Summer Allies. Germany surrenders.

The US sweeps the air on Japan and drops an atomic bomb on Tokyo, but fail to firestorm it when they roll snake-eyes. The US also takes back Manila and invades

Canton. Unfortunately, Japan still has a resistance level of +2 and survives for one more turn. (*Randy. The US needed to kill five more factors of ground units and get a firestorm to force Japan to surrender.*)

1945 Fall Allies. Japan surrenders.

Post Mortem.

Randy. The game was very well played, with no major mistakes and few mistakes at all. The Axis and Japan never really were 'ahead' (compared to the historical results) but stayed in great shape economically and kept their units on the board. This allowed both of them to limit the advance of the WAs and Russia in the second half of the war. It was close in both theaters, but both Germany and Japan managed to hang on for the tie. There was never any hope or possibly that either Germany or Japan would last an extra turn.

Mike. A '1' on the 1941 Winter die roll in Russia might have made a difference.

Game 3

Schoenfeld-Goldfarb-Francis-Brophy

European Axis:	Ed Schoenfeld
Japan:	Chris Goldfarb
Allies Europe:	Tim Francis
Allies Pacific:	Joe Brophy
European Result:	Fall 44 (-3)
Pacific Result:	Summer 45 (-1)
Overall Result:	Allied Win (-4)

Game narrative provided by Tim Francis, Ed Schoenfeld, Joe Brophy and Chris Goldfarb.

Allied Strategy. The Allies will be reactive as usual, initially focusing on an infantry/air production strategy. The British mobilize 4 NAS, 3 BAF and a 3x4.

Axis Strategy. Germany plans to research extra armor.

1939 Fall Axis. No issues in Poland.

1939 Fall Allied. The Russians take the Baltic States and eastern Poland.

1939 Winter Axis. Sitzkrieg.

1939 Winter Allied. The Allies obtain a 5-6 result for Anglo-French cooperation, allowing a stronger defense of France in preparation for the Spring. The usual Commonwealth forces defend in Egypt, although the Br 2o5 there is sent to southern France.

1940 Spring Axis. The Germans attack into the Low Countries and France, taking the French front line hexes. Owing to the Allied cooperation, they are forced to use both airborne to take Sedan. Exchange losses leave the Axis low on armor, but they rebuild all their air.

Mike. The Anglo-Allied cooperation result can be difficult to deal with. In Game 1, while Tor was able to take France in Summer, the Allies benefited with a low surrender level. As a result they made

trouble early in the Med.

Italy declares war, begins a desultory siege of Malta, and is content to sit on the Egyptian border.

1940 Spring Allied. Production: The British produce a 2o5. Russia produces three 3x3, and three AAF. Air and atomic research are lagging. The Allies move an armored unit into the Maginot and, after a 21+ attrition, advance into N24 with an armored unit, putting both airborne out of supply. With British infantry and the river line unbroken, Paris defends at 18.

Mike. Ouch. I see a Fall conquest of France coming.

1940 Summer Axis. Of the 20 British air; three are in Egypt, one is out of range in Glasgow, one is unbuilt, five are in H23, five are in G25 and five are in St. Nazaire. This influences what happens next. Stymied at Paris, the Axis -- seeing only ten British air in range of the eastern Channel -- attempt a 'bulldog' invasion of Kent (J25) with a 2o6/1x3. The Allies send the entire available Royal Navy (two TF from Glasgow, one TF from Gibraltar) via Plymouth and the south coast of Britain, to take advantage of air cover from St. Nazaire as far as L23. In addition, the TF from Glasgow contains the British CVLs who can provide CAP. The Axis bomb the Royal Navy three times before the invasion hex combat, sinking three CVLs, a BB3 and damaging three other BB3s. Allied search dice find the German invasion and sink a CA in the screening force. With the TF from Gibraltar one round away, the Germans withdraw.

Mike. This is not a bad ploy for Germany. The damage done to the British fleets (30+ BRPs) is probably more than the same air could accomplish by bombing in Fall, had France fallen in Summer. The cost to Germany is the same 15 BRPs they might have spent in bombing, or advancing in North Africa. The threat was real enough,

and Tim sacrifices what he needs to. Ed may be able to kill enough French units this turn and next to accomplish a decent French surrender as well.

Joe: In 1939, Ed built additional armor, instead of building out his air force, which was a mistake. With Ed's emphasis on armor, I predict a big fight on the Steppes.

Elsewhere, the Germans clean up northern France and concentrate to take Paris in the Fall. Heavy air and ground exchange losses strain the German construction limit. Malta remains under siege.

Mike: This is actually rather ominous for the Axis. Ed made good use of all those air he re-built over England, but I assume the missing armor meant that fewer attacks were made in exploitation, to take advantage one last time of the reduced casualties in exploitation attacks. I hope Ed is careful with his spending prior to Barbarossa.

The Japanese miss key breakthroughs in air and military. They lay down a CVB.

1940 Fall Axis. The Axis seize Denmark and Norway and take Paris.

1940 Fall Allies. DPs and modifiers result in a -2 French surrender. The Axis establish Vichy France. Both Vichy and North Africa go Free French, much to Axis dismay.

Mike: It appears that Tim put a higher priority on the FSL than Ed, and was rewarded with favorable rolls. Tim can probably afford to be cautious in rebuilding his fleet, given the German casualties. This means he will probably be in good shape regarding BRPs at the end of 1940. It would probably make sense for Ed NOT to establish Vichy France in this situation, given his BRP shortage. It may throw the colonies to Britain, and provide extra fleets, but it gives him more breathing room. Since Vichy is small anyway and has a negative modifier, there is very little downside to an Allied

invasion of North Africa. There is actually more downside if the colonies go neutral, as an Allied DoW will at least affect USAT. But the biggest issue is that if Ed decides on a Mediterranean strategy, establishing Vichy hamstringing an invasion of Spain.

Britain reinforces beach defenses and sends a 2o5/3x4 to Algiers, from whence they TR towards Tunis.

Mike. This is the same situation Tor faced in Game 1, and illustrates how what happens in France influences the rest of the game. Italy will be under strong pressure early, distracting Germany from Barbarossa.

In Eastern Europe, the Russians ignore Finland but do seize Bessarabia without a fight.

Mike: In spite of much tinkering with the rules over the years to motivate the historical winter war with Finland, most Russian players prefer to concede the border hexes in Summer 1941, so that they don't have to defend them. Both Tim and I have been convinced by Rob Carl that this is the best approach for Russia.

Japan lays down another CVB. Japan plans to prepare for a Fall 1941 DOW, but prefers to actually attack in Winter.

1940 Winter Axis. Axis diplomacy in the Balkans is mediocre - no minors activated.

Mike. I hope Ed got at least hex control in Rumania, so he can tilt the odds in his favor in Spring. It is beginning to look like Ed is snake bit and can't catch a break.

In a third decision point (the second being the failed invasion of Britain), the Axis send a small armor/air force into Tunisia, determined to push the Allies back. Given air losses over the Channel, the siege of Malta and the need to start sending units east to Poland, parity is all the Axis can obtain on the Egyptian front.

1940 Winter Allied. The Allies are content

to fight a rearguard action in North Africa.

1941 Spring Axis. Axis diplomacy in the Balkans is again weak, only activating Hungary and associating Rumania. The Axis mull options, looking at a force pool no where close to being built. The fourth (and final) major decision point is the Axis decision *not* to invade Russia, focusing instead on taking Yugoslavia, Greece, Malta, clearing North Africa and intending to besiege Gibraltar.

Mike. Ed's losses in France must indeed have been horrific to bring him to this decision point. When Tim says that the German forcepool is nowhere close to being built, that implies Ed has substantially more than 50 factors of units unbuilt. This would make an invasion of Russia riskier than usual, with a strong Britain at his back. Ed makes this decision before even seeing the Russian builds for 1941, which would only have reinforced it. Tim successfully pursues a maximum force pool for Russia. The problem for Ed is that he is way behind the historical Axis accomplishments, since they already had Yugoslavia, Greece, and a Vichy North Africa, before they attacked Russia in Summer 1941. He can still make a spoiling attack in Summer 1942, but he really doesn't have a lot of good options at this point. Ed may have waited several turns too long to decide on the Mediterranean strategy. If he decided in Fall 1940, and did not establish Vichy France, he could have positioned himself to take Spain and Yugoslavia in Spring 1941. Of course, he is unit shy, and taking both of these requires about ten armored units, and about 25 AAF. Taking Yugoslavia usually doesn't require much air. He could also just take Spain if it came to that, and take Yugoslavia in Summer. But since he established Vichy, he can't attack it until the US is in the war (late 1941 or early 1942), and that makes taking Spain a bit

too awkward in 1941.

1941 Spring Allied. Production: Britain produces a 4o5 and 3x4; Russia produces three AAF, a 4o5 and a 3x3.

1941 Sum-Win Axis. The Axis destroy two scratch Allied forces in Algeria and push adjacent to Rabat but are unable to take Casablanca.

Mike. There is no mention of the Greek campaign, but it usually requires a lot of air, which is therefore not in North Africa. And after that, it would be needed to take Malta. With only 10 or so Italian destroyers, it is easier for Tim to get units into North Africa more quickly than Ed. But the Axis don't need many if they are the right ones. At least two 4o6's and some infantry, and as much air as possible. It doesn't appear Ed was able to manage that much.

Malta is taken by the Axis and a railhead built in Tobruk but it serves little purpose as the Egyptian front is static.

Mike. If Ed is not taking Spain, I would think taking out the Middle East, or at least pushing to Suez, would have been more effective for him than North Africa and Greece. It stretches Britain more, and prevents Tim from over committing to North Africa. In that case, Ed might have been able to do as well or better in North Africa with less force. The only advantage to pushing exclusively in North Africa is that it keeps US tensions down a little more.

Japan attacks in Winter 1941. Their initial turn is hampered by having to maintain a large Siberian garrison, a consequence of no 1941 invasion of Russia. Nevertheless, his progress is fairly historical. He does run into difficulty taking the "Golden Triangle" in Burma.

1941 Winter Allied. A Winter Allied invasion of Oran eliminates the Axis in Morocco and begins a counter-offensive.

Mike. The invasion force had to come from Gibraltar to be legal. I assume this was this case. If Tim is advancing with the British alone in 1941 in the teeth of the German army he is doing well. Of course, by Winter Russia could declare war on Germany, so things are no doubt starting to loosen up for the Allies in the Med while Germany prepares for whatever 1942 will bring.

1942 Spring Axis. In Eastern Europe, both sides spent late 1941 building up forces. The Axis shift to the strategic defensive as the U.S. enters the war.

Japan's second turn progress is good. Although research rolls have been horrible, combat luck has been good, with light losses.

1942 Spring Allied. Britain produces a 4o5; Russia four AAF, an Air Transport and three 3x3s. The Axis and Russians are nose-to-nose in eastern Poland, while the Allies are safe in Egypt and North Africa. The additional produced British units and Free French are more than enough to hold the line.

Observing that the Marshalls are ungarrisoned, the Western Allies sweep aside the defending NAS and steal an island.

1942 Summer Axis. The Axis conduct a spoiling attack, clearing one hex row into Russia. The Axis obtain all four front-line air bases (Brest-Litovsk, Lvov, Cernauti and Kishinev) and will hold most of them into 1943.

Tim. I don't really know why Ed attacked in 1942.

Mike. This attack by Ed was an understandable move. Tim is under no pressure to declare war on Germany, and could build up until 1943 before doing so if he wished. If Ed was going to try to improve his defensive position, 1942 is the year to do it. But Ed's overall position, and his spoiling attack, could have been

stronger had he decided to go for Spain and Gibraltar in Fall 1940. The Battle of the Atlantic could have been quite effective if he took Spain, and then took Gibraltar three or four turns later. Looking at how the game progressed, though, he may have given too much to the Allies by attacking Russia at this point. The Russians, even if they don't make progress, can chew up German BRPs, and weaken their ability to respond elsewhere.

Japan re-takes the Marshalls, and invades two islands in the Aleutians. The U.S. stops one invasion with a Magic interception, but loses two carriers in the battle.

1942 Summer Allied. The Allies are able to get behind the Axis in North Africa, and begin to undo all the work done by them in 1941. They take Algiers and Tunis and invade Sardinia. On the eastern front, the Russians concentrate in the south and grind their way into the mountains (T35), after taking Kishinev in a bloody cross-river attack. The Soviets push down the Danube valley one hex at a time. The Russians also take Cernauti, but continue to be held up by the loss of the airbases at Brest-Litovsk and Lvov.

The U.S. retakes the Aleutian island to keep Japan from getting to eight island groups.

1942 Fall Allied. Additional forces begin a slow (owing to reinforcements sent to the Pacific) build up in Britain. U-boats are annoying but survivable. A standard Atlantic campaign pretty much -- enough to cause lots of trouble deciding between oil, reinforcements and BRP grants but not enough to really gum up the counter-offensive.

The U.S. takes one of the Solomon Islands.

1942 Winter Axis. Japan invades the northernmost island in the Ellices (Niutao).

1942 Winter Allies. With the Japanese forces in Truk where they can't intercept, the Western Allies re-take Niutao using a slow

task force. Japan has not successfully gained any resistance points in 1942.

1943 Spring Axis. Japan grew by 25 BRPs in 1943. Japan runs a patrol threatening to strike the fleets in Noumea. They come out to fight, and the US loses one carrier, and one is damaged.

1943 Spring Allies. The Allies work their way down the North African coast.

1943 Summer Allies. Tripoli falls. The Russians spend the year grinding forward, taking Ploesti and Bucharest before being stymied on the plains south of the Danube by a heroic Bulgarian defense of Sofia (a 2:1, dr 1,1).

Mike. Well, Summer 1943 is pretty early for Ploesti to fall. I hope the Germans have four oil plants at this point, and a strong air force to defend them with! I assume so, since no mention is made of the impact of oil, or of the Western Allied bombing campaign.

On the central front Brest-Litovsk is liberated, and the Carpathian barrier broken at Q34, after Lvov is seized.

1943 Fall Allies. The Western Allies land in Sicily, and invade France.

1943 Winter Allies. The Western Allies get across to the Italian mainland, forcing an Italian surrender. Paris falls. The Russians take Belgrade, Budapest and Warsaw.

The U.S. attacks to make progress in the Solomons. Japan gets lucky on interceptions. In the ensuing combat, the U.S. loses two more carriers.

At this point the game ended and was adjudicated.

Post-Mortem. *Joe.* The war did not necessarily go to the advantage of the United States. Chris is one of the best tactical Japanese players I have had the pleasure to play. I was able to prevent him from getting any island resistance points in 1942. I also held the "Golden Triangle" in

Burma throughout the game. I predict that with the help of a large Russian army in Winter 1944, all the Western Allied European forces when Germany falls, and the bomb in Summer 1945, I would achieve a stalemate or one point victory in the Pacific. I give the credit not to Tim, but, to Ed! I went toe to toe with the IJN three times and lost carriers each time. But for the crushing Allied victory in Europe, Japan would have achieved a victory.

Chris. Things went well. I solidified the Solomons and Gilberts. I popped into the Ellice Islands a couple of times to keep the US at bay. I predict a slight Japanese victory. The one question mark was the bomb. My understanding is the Allied bomb research went fairly well. They projected a bomb in summer 1945. Joe always has a trick up his sleeve and is a superb player – I really hope to have the honor of playing him again. Ed's a great partner and the European game could have been much different had he not blown out on multiple 1:1's.

Ed. I have decided Thou Shalt Not Make 1:1 Attacks in France! Because of losses from those, my campaign in Russia did not go as well as it should have. I predict a 3 or 4 point Allied victory in Europe.

Tim. Ed took terrible losses in France. In 1942 the Allies were able to get behind the Axis in North Africa, and forced an Italian surrender in Winter 1943. Meanwhile, the Russians gave up ONE hex row to the Summer 1942 attack. They then pounded their way into Rumania and took the oil in the Summer of 1943. By Winter of 1943 they took Belgrade, Budapest and Warsaw. The Allies landed in France in Fall of 1943 and took Paris. I predict a Summer or Fall 1944 collapse in Germany.

Adjudication: A 3 point Allied victory in Europe, and a 1 point Allied victory in the Pacific.

Game 4

Scheulin-Sparks-Feustal-Moodey

European Axis:	Eric Scheulin
Japan:	Jim Sparks
Allies Europe:	Elihu Feustal
Allies Pacific:	Bill Moodey
European Result:	Spring 1946 (+2)
Pacific Result:	Summer 1945 (-1)
Overall Result:	Axis (+1)

Axis. The European strategy was to put a threat in the Mediterranean by sending a couple of armored units there in Spring 1940. The Italian armor was sent into Tunisia as another threat. This would force the British to make hard choices about defending France, Britain, Egypt and North Africa. They were hoping to capitalize on a mistake. Research was flexible, to allow either a Sea Lion, a Raider/Med strategy, or Barbarossa.

Japan planned to build 3 CVBs and a lot of destroyers. The plan was to have 30 destroyers on Turn 1 and take out as much as they could. After Turn 1 they might need to clean out something in Batavia or the Solomons. They would look for opportunities in Burma. They hoped to launch the CVBs in Spring 43, for use in Summer 43.

Allies. The Western Allies planned a naval strategy, increasing air and naval DRMs, and building BB5s and CVBs, to take advantage of the +1 NDRM and +1 to air defense. They also planned a heavy bombing strategy.

1939 Fall Axis. Poland fell.

1939 Winter Axis. The Axis declared war on the Netherlands and Belgium/Luxembourg. Italy declared war on the Allies. Italy invaded Tunisia with a 2o5 armored unit. Germany laid down a BB5.

1939 Winter Allies. Britain heavily defended France. As Egypt was lightly

defended, Britain puts units in South Africa, ready to swing to the Middle East, or back to Britain. The French fleets were all moved to the Atlantic to counter a possible invasion, given the Axis acquisition of airbases over England. The Americans laid down a CVB. The British laid down a BB5 to counter the German BB5. The Russians demanded the Finnish border hexes, and the Axis conceded them so as not to give the Russians a +1 to their CTL research.

1940 Spring Axis. The Axis, with two extra DPs to spend, decided to place them in Greece. A roll of 6 allowed them to fully activate it, although they chose association, to reduce the impact on Turkey. Russia rolled for Turkey and got 10 BRPs. A lightly defended beach northwest of Great Yarmouth, and an empty Great Yarmouth, encouraged the Axis to invade England, with most of their air over the channel. The Allies intercepted, but only with the French fleets, and withdrew after losing 5 fleet factors. The Germans were ashore. Germany produced a second air transport and a third paratroop, while Italy produced a 2o5 armored unit. Although most air were over England, some were in the Mediterranean, where they remained. Taking advantage of association with Greece, Germany sea transported two 4o6 armor to North Africa, notably increasing the pressure on the British European position.

1940 Spring Allied. Britain reacted to the invasion by abandoning France, left Egypt to its fate, placed all of its 3x4 infantry on the island, along with whatever else it could muster, and built a fort in England. Great Yarmouth was retaken. England produced a shipbuilding point in Canada, and laid down a CVL.

Elihu. I could not defend both England and Iraq.

Jim. We hoped the French would use more fleets, providing the opportunity for

further benefiting the French surrender level.

1940 Summer Axis. Germany threatened to continue the invasion by supplying the bridgehead. The Allies opposed supply, but only with the French fleets, and stopped after losing 10 fleet factors. Given that the only Axis choice was re-invading the bridgehead, they chose to abandon the invasion force, conquer France, and take advantage of the favorable situation in the Middle East. Paris was taken, although the French had a sizable army remaining. The Italians took Tunis.

Elihu. The Axis saw a beach not well defended, and invaded in Spring 1940. They eventually got hungry and left!

1940 Summer Allies. The increase in Russo-German tensions, because of the Axis units in England, allowed Russia to mobilize this turn, one turn ahead of schedule. Russian research to date was abysmal.

Elihu. The Russians are busy making breakthroughs in bows and arrows and slingshots! Their average research roll is somewhere around two!

The Allies added a shipbuilding point in Glasgow. France surrendered. The lost French fleet factors gave Germany an edge in the surrender level. All the remaining colonies went Vichy. Britain shifted forces to South Africa to oppose the Axis threat in Egypt, but it can't prevent a breakthrough. Britain produced a second shipbuilding point for the year, in Glasgow. With the threat to Egypt about to be realized, the British evacuated their fleets in the Eastern Mediterranean to the South Africa box. Russia demanded Bessarabia, and the Axis conceded it

1940 Fall Axis. The Axis roll for the Axis minors. They gain hex control in Bulgaria and Hungary, but nothing in Rumania. The Axis DoWed Denmark and Norway and conquered them. The Axis advanced in

Egypt, and took Alexandria and Cairo, and crossed the Nile, advancing adjacent to Suez.

1940 Fall Allied. Unable to reinforce Egypt, British units in South Africa landed at Basra and began marching to oppose the Axis advance in the Middle East.

1940 Winter Axis. The Axis took Suez and crossed the Suez canal.

1940 Winter Allied. The Allies focused on defending Basra and Baghdad.

Elihu. Money constraints have kept the Allies from taking full advantage of those two extra British shipbuilding points.

1941 Spring Axis. Germany, with two DPs in Rumania, rolled for and activated it. Bulgaria activated. Hungary remains with only hex control. The Axis took Jerusalem and Amman and advanced toward Mosul. They declared war on Saudi Arabia and advanced toward Baghdad, and threatened Basra. Italy produced an armored unit.

1941 Spring Allied. Taking advantage of the increased US-Axis tensions caused by the invasion of Britain and gains in the Middle East, the British sent a 3x4 to India.

1941 Summer Axis. The Axis rolled for Turkey and reversed the Allied diplomatic result, gaining 10 BRPs for themselves. The Axis took Mosul and advanced on Baghdad. Germany invaded Russia, but minus five armored units (four German and one Italian) that were operating in the Middle East. The Axis succeeded in encircling the Russians in the south and destroying about half the Russian army.

1941 Summer Allied. Russia rebuilds its units and sets up to defend against the Axis fall advance. Russian units also begin to advance into Persia to assist the British in the Middle East.

The British 3x2 in India was moved to the mountain hex northwest of Mandalay, where it would cause the Japanese player headaches. The British strongly defended

New Guinea, with a 2x2 in Lae and a 1x2 on the adjacent beach. A full British task force was redeployed from the South Africa box to the India box where it was inverted. It threatened to uninvert and oppose the Japanese opening Winter 1941 turn.

1941 Fall Axis. Germany crossed the Dnieper and moved adjacent to Kharkov. The Dvina in the north was not breached. In the Middle East, Baghdad fell. Germany built a partisan in Persia.

Japan, determined not to have to deal with another task force, attacked the Western Allies one turn early. With USJT at 29 (and even a strategic magic card that can't reduce tensions any further), Japan had a spectacular raid on Pearl Harbor. One carrier was caught and destroyed, along with three battleships. The 3 NAS and 3 AAF were eliminated. All remaining battleships were sunk or damaged, and on the second strike, all three oil counters were eliminated. Japan took Rangoon, Brunei, Sarawak, Balikpapan, and Palembang on the opening turn, as well as Wake, one island in the Gilberts, Rabaul and Guadalcanal.

Mike. It appears that Bill deliberately provoked an early attack. This seems an example of being careful what you wish for!

Jim. I attacked in fall, a little earlier than I had planned. High tensions in the European theater allowed the Allies to put an extra 3x2 in Burma. It was placed in Mandalay, and then moved northeast to deny the Japanese the mountain hex. Then he brought a task force over in summer, inverted in the India box. If I waited until winter, I would also have to battle a task force. As it was, I had one of the best Pearl Harbor attacks ever. Given everything else I accomplished on the first turn, I did not have enough force to take Lae. There was a 2x2 in Lae, and a 1x2 on the beach next to it.

1941 Fall Allied. Russia re-built all its dead units, defended strongly everywhere, and looked forward to Winter. Russia continued to reinforce the Middle East. Because of a blunder, the British overran a 1x3 and cut the German forces in the Middle East out of supply. The British invaded Morocco.

The Pacific carrier buildup began in earnest. The Western Allies defended as best they could. They successfully supplied the Gilberts.

Bill. Down one carrier and with the Pearl Harbor fleet destroyed, there is little that can be done.

Mike. On the other hand, all the Allied carrier builds start one turn early!

1941 Winter Axis. The Axis DoWed the United States, initiating Happy Time. Germany made a Vichy reaction roll because of Morocco, rolled a six, achieving hex control, and established partial supply to the surrounded Axis units in the Middle East, to give them a new lease on life. Iraq collapsed again. The Axis defended in Russia.

Mike: Vichy to the rescue? This is one reason I like to read and report on these games. Funny stuff happens! The "kick 'em while they're down" invasion of Morocco backfires!

Japanese forces moved into the jungle mountain hexes in Burma. Japan isolated Lae and Port Moresby. Japan unsuccessfully attempted to take an island in the New Hebrides.

1941 Winter Allied. The Allies began again to build up the Middle East. The Russians made some attrition advances toward the Dnieper.

Port Moresby was isolated for a second turn. The Western Allies successfully supplied the Gilberts, maintaining a foothold. They immediately sent most of the ETO CVLs, and most of the American BB3s, in an attempt to tip the balance in the Pacific.

1942 Spring Axis. The Axis called Spain, rolled a six, and gained Spain as an Axis minor. Hungary associated. Germany produced a second German partisan in Persia.

Jim. The partisans eventually reached Ahwaz and Abadan.

Mike: The fortuitous roll for Spain changes the tenor of the game completely! This was the biggest roll of the game.

Japan took Calcutta on a paradrop. Japan took Lae. Japan attempted to take an island in the Aleutians but was denied by a magic interception. Japan patrolled off Townsville with most of the IJN, threatening to air raid the Allied fleets, including four carriers, stationed there. Rather than take the punishment, the Allies intercepted with their two task forces. Japan had seven search dice, and the advantage in search by playing a tactical card. In spite of this, they found nothing. The Allies found and damaged a cruiser, and retreated unscathed. Japan took a hex in the northern Ellices, and gained the first of two resistance points for island groups at game turn end.

Jim. The Townsville patrol was a potential game changer, with the possibility of sinking four CVs. In Burma, I had wanted to do a full offensive, combined with the paradrop on Calcutta, and building an Indian partisan, to cut off the Allied forces. Eric asked me not to do so, as it facilitated rebuilding the dead units in Europe where they could reinforce the Middle East and North Africa. So I dropped back and defended.

1942 Spring Allied. The Western Allies achieved three air breakthroughs! The WA maximized their production of bombers, and also produced interceptors. The Western Allies opened the Persian BRP grant route. The Allies continued to build up forces in the Middle East, preparing to counter attack.

1942 Summer Axis. The Axis managed to cut the Murmansk route in Finland. Otherwise, the front stabilized on the Dnieper and Dvina rivers. Germany achieved a Heavy Armor result and produced a 5o6 armor. Germany attacked Gibraltar at 1:1, but blew out. The Allies faced an escalating U-boat war. Germany made limited, conservative attacks in Russia, and avoided losses.

Japan completed its conquest of the Gilberts.

1942 Summer Allied. The Allies took Rabat. With sufficient force built up in the Middle East, the Allies began to attack. Russia took Mosul.

Japan gained a second resistance point.

1942 Fall Axis. Gibraltar fell to a second Axis 1:1. The Axis counterattacked in the Middle East. In Russia the front remained static.

1942 Fall Allied. The Allies advanced into Algeria. There was little the Russians could do against the strong German defense.

The Allies mounted a surprise invasion of Rangoon, and took it! In an attempt to penetrate the perimeter, the Allies patrolled in the Gilberts. Japan managed to intercept using two submarines. The first submarine used a magic card to increase the net modifier from -3 to -2, Japan rolled boxcars, and sunk a carrier. The second sub attacked at -4, and Japan rolled boxcars again (!), damaging a second carrier. The Allies successfully retake the Ellices. Japan gains no more resistance points for the remainder of the game.

Jim. This was a nice make-up for the failed patrol of Townsville, and held the Allies up for a turn. But I had a problem in Rangoon!

Mike. In spite of Jim's lucky sub rolls, I like Bill's aggressive play as the Allies in 1942. Bill puts all those ships transferred from the European theater to good use.

1942 Winter Axis. The Axis moved more forces into Tunisia and Algeria to oppose the Allied North African advance.

Japan managed to scratch together forces from all over the Pacific to mount a 2:1 on Rangoon and reclaim it. Army air factors in various ports were sea transported to Bangkok. The forces in the jungle mountain hexes had to abandon their positions to attack. Elsewhere the Axis dug in, and have placed beach defenses on Lae, fortified the New Britain island chain, placed a 3x2 and 2x2 in Hollandia, a 3x2 and 1x2 in Lae, and two 3x2's in Rabaul.

Bill. Losing Rangoon would have put Jim in very bad shape. The price for taking it back was to abandon the jungle/mountain hexes in Burma to get the forces to retake it. That would eventually translate into a lot of pressure in the Indian Ocean.

1942 Winter Allied. The Allies continued the advance in Algeria.

Elihu: Europe was looking good and turned into a nightmare. It started with a weird Vichy hex control activation on a reaction roll. The Germans broke across the Suez canal and were headed toward Basra. We were able to contain and isolate the Germans with British and Russian forces. But the Vichy hex control activation allowed re-supply of the units. A lot of BRPs were spent there by the Allies containing the damage. Things were under control, until a six was rolled in Spain, and Spain became an associated Axis minor. Gibraltar fell a couple of turns later. Now the sub war is raging, and the Western Allies are struggling economically. Russia is in a good position. The board shows Russia defending along the Dvina in the north, and the Dneiper in the center and south. Leningrad and Sevastapol are in Russian hands. This is mainly because there were five armored units in Iraq pressing forward earlier. In 1943, Russia will start with a little over

200 BRPs. Germany has a bit of an oil problem. The current reserve is at seven. Eric had hoped to improve that with Middle Eastern oil, but it didn't happen.

Bill. In Europe things are tight because the Med and Gibraltar are locked down. The Allies are in North Africa but currently stalled in Algeria, thanks to the Axis holding Gibraltar. This will make it harder for the Western Allies to do stuff, but the bombing campaign may tip that.

Jim: In the Pacific, the Allies seem a little behind historically. I plan to hold Rabaul and Lae as long as possible and make it a long game. Once those go, the flood gates start to open. I am not too worried about the Gilberts. I am more concerned about the Marshalls. The Allies have pumped out 3 CVBs, as have I. They have two on the board and I have one. I will soon launch another. He now has the carrier advantage. At this point there are 14 allied carriers to 9 for Japan. I hope I can attack him under my own air and pull off a reverse Midway to hold him off.

1943 Spring Axis. Hungary finally activated as a full ally. On a roll of six, Sweden activated as a full ally.

Mike. Elihu, quick, do something about Eric's loaded dice!

1943 Spring Allied. The Allies pushed toward the Suez Canal.

The Allied offensive got underway in the Gilberts and the Solomons.

1943 Summer Axis. The Axis counter attacked in Tunisia, stalling Allied progress. The Axis were content with a counter-attacking defense in Russia.

1943 Summer Allied. The Western Allies continued producing maximum bombers. The Russians and Western Allies applied steady pressure in the Middle East, forcing the Axis back.

Jim. When I saw so many bombers come out in 1942 and 1943, I thought, there is no bomb, it will just be bombing by SAC.

The Allies completed their conquest of the Gilberts.

1943 Fall Axis. The Axis conducted a fighting withdrawal toward Suez, and reinforced it.

Japan ran a patrol into the Gilberts to knock out the Allied air.

Jim. This delayed the attack into the Marshalls by a turn.

1943 Fall Allied. The Russians finally cracked the Dvina and Dneiper lines.

The Allies completed their conquest of the Solomons.

1943 Winter Allied. The Western Allies reached the Suez canal, but could not cross. The Russians gained some hexes in the central swamps.

The Allies took Lae and New Ireland.

1944 Spring Axis. Germany took full advantage of the remaining swamp hexes to slow the Russian advance. The Axis strongly held the Suez canal and Gibraltar, keeping Italy in the game. Europe was well defended, which encouraged the Allies to consider other invasion areas.

Japan didn't bother supplying Rabaul.

1944 Spring Allied. The Western Allies got a 1:1 on Bergen and were able to exploit and take out Oslo. Russia inched forward.

Jim. Eric was aggressive in building fleets. I cautioned him to put air in Bergen, but he never did.

Mike. In Eric's defense, it is hard to defend everywhere, and the attack into Norway did delay the Allied advance onto the continent.

In French Indochina, the Allies took Haiphong. They invaded and took Hollandia.

Jim: When Bill came up to take Hollandia, we had a large naval battle. The Allies lost one American BB4, American CV, American CVL and three British CVLs. Japan lost a CVB and four CVLs, 2 BB3s and a CA4. But he can replace his losses, and I can't.

Mike: Hollandia and Haiphong are a great combination. The Allies can change base from Hollandia to Haiphong, and are in a position to cut the Japanese oil route for good. They can also invade Okinawa, Taipei and the Philippines.

1944 Summer Axis. The Axis have the Mediterranean locked up at present, defend in the East, and wait for the next Allied move in the West.

Japan still holds the Marshalls, the Eastern and Western Carolines (each with beach defenses), along with Wake and Guam. Japan awaits the next Allied move.

1944 Summer Allied. The Allies got a 1:1 on Stockholm and took out Sweden. The Russian steamroller was in full swing, headed into Rumania and Eastern Poland.

Jim. The 1:1 to take out Stockholm and Sweden was a game changer. This allowed them to get airbases into Southern Sweden to bomb Germany.

Haiku fell to an Allied paradrop. Knowing that this was the last turn they would be able to play, Bill attempted an invasion of the southern Philippines, and a huge naval battle ensued. The balance of forces was even. Jim emerged as the victor, sinking 19 factors of Allied carriers, and losing only 12 factors of Japanese carriers.

Jim. He found my light task force and sank all my CVL2s. He found another task force and sank a CVB. He also damaged two more carriers that would come back before his damaged carriers. Overall, he sank 12 of my carrier factors, and I sank 19 of his. Counting two other carriers I sank previously, one at Pearl and one by a

sub, I've sunk 25 of his carrier factors for a loss of 12 of my own.

Mike: I don't blame Bill for having one more carrier battle when the game is about to end. The one over Hollandia went well enough for the Allies, although this one didn't.

Here the game in the Pacific ended, so that Jim could keep a promise to play Monsters Ravage America with his son. Eric and Elihu fought on in Europe for several turns.

1945 Spring Axis. The Axis produced flak, and placed three in Essen and two in Cologne.

1945 Spring Allied. The Russians took Ploesti, but not Bucharest. They advanced adjacent to Warsaw. The Western Allies came ashore in Europe in the beach hex west of Bordeaux, with a single 5o6 armored unit. The Western Allies placed an airbase in southern Sweden. They then firestormed four objective hexes, and destroyed all four existing oil plants.

Mike: Now that's a fireworks display!

Adjudication in Europe. Germany and Italy fall by Winter 1945, for a two turn Axis victory.

Adjudication in the Pacific. Japan falls by Summer 1945, for a one turn Allied victory.

Final result: 1 point Axis victory.

Post Mortem.

Europe. *Elihu.* Germany and Italy combined were projected to hold out until Winter 1945. This was in part because the Axis took Gibraltar, and we did not anticipate retaking it before Summer 1945. We played through Spring 1945, and I agreed with the adjudicated German two point victory.

Jim. I think the Germans would hold out a little longer than historically. The Russians were closing in (on the Polish border, but not yet in Warsaw). Ploesti was taken, but not Bucharest yet. I believe the Russians

would have taken Berlin, with the Americans on the German border, sometime in late 1945. Overall maybe a plus two victory for the Axis.

Pacific. *Bill.* In the Pacific, I thought I was on track to win by 1 or 2 turns. But then we had a major carrier battle. I went toe to toe with Japan on even terms, and I lost. I probably should not have done that, and instead waited a turn. It is now up in the air as to when it would end. I think China would maybe give us an edge for a one turn victory. The Allies have broken through in Burma. They have taken Haiphong and Haiku and have a land SR route into China. But, it could have been a draw as well. The adjudication was a 1 point Allied victory, but it could have been 0, 1 or 2. Jim played very well. It was a very tight game.

Jim. I think this game might have been a draw. They had no atomic bomb. I think I did pretty well, considering they threw as much of the ETO fleets at me as they could, as well as three armored divisions, more air and British units, and an extra Task Force to force the Fall 1941 attack.

Mike. This was one of the closest and most exciting games at the convention, and was well played all the way around. This was a real heavyweight fight.

Game 5

Milne-Milne-Crowe-Leith

European Axis:	Kevin Milne
Japan:	Paul Milne
Allies Europe:	Mike Crowe
Allies Pacific:	Kevin Leith
European Result:	Winter 1945 (+2)
Pacific Result:	Spring 1946 (+2)
Overall Result:	Axis (+4)

Game narrative provided by Paul Milne, Kevin Milne, Keven Leith and Mike Crowe.

1939 Fall Axis. The Axis make a standard attack and conquest of Poland. The Germans suffered no losses. Normal attrition warfare occurred in China. German raiders sank three transports, and the U-boat sank two more.

1939 Winter Axis. There was no offensive action in either theater. German U-boats sank five transports with excellent rolls.

Mike. I have never seen the Axis sink 10 transports in 1939!

1939 Winter Allied. The British established a strong presence in France.

Mike: I didn't bother demanding the Finnish border hexes. Rob Carl has convinced me that it is better to put the units on the main front.

1940 Spring Axis. Italy DOW'ed the WA's. Norway was invaded but doesn't fall. The Netherlands, Belgium and Luxemburg are conquered. German armor exploits into northern France. A strong attack in the south isolated Marseille. There was no supply to Libya and each side attritioned each other.

1940 Spring Allied. The British withdrew the forces they were able to. The Russians took Bessarabia without a fight.

1940 Summer Axis. Paris fell with low casualties. An exploitation out of Paris, combined with a strong southern attack,

isolated almost the entire French Army. The Germans moved strong forces into southern France and the Yugoslavian border. Supply was not attempted to Libya. Norway fell.

1940 Summer Allies. The British began slowly moving into Libya. The FSL was +3 but the WA's reduce it to 1 with a DP and a covert. Vichy France was not formed and all colonies went independent.

Mike. This defense of France was not my finest hour! For some reason my brain failed to detect that putting the armor in Paris meant, when it was eliminated, that there would be no zone of control, allowing the Germans to run everywhere. Duh. Though not fatal by itself, it was the first domino to fall in a well conceived plan by the Milnes', which set up their conquest of Spain. I was disappointed in the lack of any return for the DP and covert, but that happens.

1940 Fall Axis. Germany DOWed Spain and Yugoslavia. Bulgaria activated, Rumania associated and the Germans got hex control in Hungary. The Spanish forces all deployed next to Madrid. Germany moves forces into Spain but doesn't attack. Yugoslavia fell in a single turn with exploitation and an airdrop. The Germans moved strong forces into Bulgaria, obviously threatening Turkey. The Japanese mobilize with all infantry. Again no supply is attempted to Libya.

Mike: I deployed the Spanish to prevent a one turn Fall conquest of Spain. This forces him to spend time and BRPs on it in the Winter, but he didn't really mind. He wasn't going into Russia, although that didn't become entirely clear to me until he loaded up Bulgaria, of all places, with Axis units. I had been surprised that he placed DPs in Bulgaria, until I saw what he was up to.

1940 Fall Allies. The British moved units into Spain to contest the ports.

Mike. I could have fortified Madrid and SRed them from Gibraltar to Madrid, but I overlooked this. I knew I couldn't get there from Lisbon, but didn't remember that I could sea escort to Gibraltar and SR. I actually did this in a con game against Jon Hogen a few years ago. It probably would have slowed him down a bit more, at least a turn, and complicated what he was doing in Turkey. Eighteen factors in Madrid is a lot more difficult to deal with than eight!

1940 Winter Axis. Germany DOWed Turkey. Spain was conquered on an exploitation attack into Madrid. The Germans captured a BH over the Bosphorus from Istanbul. Japan mobilized again and occupied Saigon. Obviously Japan is attacking early.

Mike: This was part of the Milnes' plan to put the squeeze on Britain from both the Middle East and India.

1941 Spring Axis. The Axis gained hex control in Greece. Turkey fell on an exploitation attack into Ankara, and the Germans advanced into most of the rest of Turkey.

Mike: This was another lost opportunity for me. I could have fortified Ankara and placed two 3x4's there. However, Keven and I, thinking Ankara was not an objective from A3R days, didn't think we could! Any turn that this strategy can be delayed, is a turn a saved by the Allies on their way back. And one less turn to suffer from raiding and other headaches. Also, better understanding Kevin's timetable in retrospect, he needs to do what he can do by the end of 1941. By early 1942, he has to be able to pen the Soviets in.

Again the Axis do not attempt to supply Libya. The Germans and Italians massed 27 naval attack factors in range of Gibraltar.

The Japanese set up for their DOW.

1941 Spring Allies. The British did not attempt to supply Gibraltar. They realized

the threat to Egypt is now from the other side and began to retreat from Libya.

1941 Summer Axis. The Germans attacked Gibraltar on a straight up 2 to 1. It fell with light casualties. The Axis moved additional forces to Turkey and began moving into northern Iraq. They built a railhead in Antioch.

Mike: I was somewhat surprised at Kevin taking the straight 2:1, but I assume he didn't want his air force stuck there any longer than it had to be. Of course, with BRPs from both Spain and Turkey, he could have afforded more casualties anyway.

In the Pacific the Japanese attack. Maximum surprise was achieved at Pearl Harbor, a carrier was destroyed and two BB3's were sunk. Elsewhere Wake, Palembang, Brunei, Kavieng, Malaya, Hong Kong, Guadalcanal, Tarawa, Kiska and Lae were all occupied. The Philippines were invaded, and Rangoon also fell. Due to the early attack both sides were short of forces of all kinds.

Mike: I was glad to see the early attack, as it meant the U.S. would be able to mobilize double shipbuilding, and start building its massive Pacific fleet, a couple turns earlier. The payoff for the Axis was early additional pressure on Britain. Britain never quite collapsed, but did get down to a mere +1 resistance level at some point over the next several turns. At this point, since the Germans were going South, not East, I could have attempted to make life difficult for Japan by sending as many units to Siberia as possible. However, I felt that maintaining my full army on the Eastern Front at this point was my best bet, in case the opportunity to DOW him presented itself. Also, he could always turn back and attack me at some point, possibly before all my units returned from the Urals. I was further limited in what I could send by the surprise rules. I decided to stand pat and wait.

1941 Summer Allied. The British declared war on Syria to improve their defensive position in the area. Otherwise the Axis could have exploited from the French unit in Damascus the next turn. This was a tough decision, as the resulting decrease in tensions meant the US wouldn't be in the war until Winter 1941. The British sea transport and NR as many units as they can into Egypt and Basra. Both Suez and Mosul were fortified. They continued the retreat in Egypt to the Suez Canal.

Mike: I took out Syria as a Fabian defense, to prevent any exploitation from units that I did not control. I was looking for any way I could to slow him down a little, especially after missing the chance at Ankara. The U.S. couldn't help much if he took out the Middle East before they arrived. With the Germans in control of Gibraltar, and well on their way to taking out the Middle East, I pondered my options. If the situation presented itself, I could possibly DOW Germany in Winter 1941, as soon as the tensions allowed it, or even Spring 1942, depending on how well he defended, and where he had his air. But it seemed too easy for him to look at a threatening disposition at the end of my Fall or Winter turn, and defend against it. Then of course, there were the many disadvantages to me regarding loss of the IC increases, as well as reducing my 1942 BRP growth. Since a Winter 1941 DOW by him made no sense, the other choice was to attempt to keep a toehold in the Middle East by using Russia to DOW Persia. I positioned armor and infantry on the Persian border

In the Pacific the British pre-war had set up an aggressive forward defense in Burma and now find it difficult to get these forces back to India.

Mike: I think impossible is the right word!

1941 Fall Axis. The Germans took Baghdad and isolated Mosul. The Axis moved up to

the east side of the Suez Canal. With the extra sub warfare modifiers of Spain and Gibraltar Britain began to feel the effects of transport, BRP and oil shortages.

The Japanese occupied most of the Burmese border jungle/mountain hexes. Manila fell clean on a 2.5 to 1. Batavia and Balikpapan were also conquered. Rabaul fell to an amphibious invasion using the entire Japanese carrier force. Finally Singapore fell on a straight up 2 to 1, relieving the nervous Japanese commander. The Japanese formed the INA, building a partisan in India adding to the British player's difficulties.

1941 Fall Allied. The Russians DOWed Persia (still independent) to prevent the Germans from occupying it. They were careful not to conquer it by not taking Tehran. This preserved the WA's using the Persian oil fields for a little while longer.

Mike: The Russian DOW of Persia was the subject of much rules consultation by both sides. I had to look carefully to see exactly what would happen if the Russians took possession of Ahwaz and Abadan. If they do, the British can't have them back by opening the Persian route, or re-enter the Med through Abadan. So I just put a bunch of Russians down there to discourage the Axis, but did not take Tehran (all hexes would revert to my control, preventing the British from re-entering), Ahwaz or Abadan. The nice thing about all this is it was perfectly legal. Germany couldn't enter Persia, even if unconquered, until a German DOW on Russia. I wasn't going to concede the Med. Paul wondered if the British could still send the oil to India after a Russian DOW on Persia. They could.

Since the available transports in the Indian Ocean were supporting the Middle East, reinforcements and oil were not available for India.

1941 Winter Axis. In the Middle East the British were pushed back to Suez and Basra. Rising losses to U-boats were crippling the British, and the Japanese sub got a 1/1 result in the Indian Ocean, leaving only 4 transports there.

Japan took Dacca on a 3 to 1, and was quiet in the rest of the Pacific, due to force and BRP shortages.

1941 Winter Allied. To the relief of the British, the US finally was able to DOW the Axis. The Russians moved a large army to Persia to threaten the Germans should they declare war on them.

Mike: It had been a long game to this point, and it would be a long road back. The Axis strategy succeeded about as well as it could have, short of completely taking out the Middle East. The Russian DOW of Persia prevented a German DOW, so at least that part of the plan was foiled. Understanding this plan in retrospect, Germany needs to make whatever gains it plans to make by Spring 1942. Beginning that turn, it needs to be ready to take a Russian attack, or give one.

The US struck back in the Pacific, retaking Tarawa and Wake.

1942 Spring Axis. Suez fell, clearing Egypt of the British. In response to the Russian build up in the Caucasus and Persia, the Germans moved most of their armor and air to Poland and Rumania, to threaten Russia itself. The Germans have many objectives/railheads to SR units from, while the Russians have few.

Japan retook Wake and captured Port Moresby, but due to a lack of forces did nothing about the Gilberts. Calcutta is isolated but the British were able to supply it by sea. Japanese forces were moving up to the India Box.

1942 Spring Allied. The British ram sea supply to Basra through Axis air attacks.

The Russians voluntarily kill many of their units to be able to rebuild them in Russia.

Mike: I had little choice. I had spent so much time assuming I would DOW Germany in 1943, that it took me a while to realize my greatest danger was a German invasion from Poland, and I could only meet it by destroying and re-building a lot of units there. I have never been more grateful for that rule!

The US took Makin, completing its conquest of the Gilberts, and put an airbase on Tarawa.

1942 Summer Axis. At this point the British regained their control of the Indian Ocean, blunting all raider attempts including the Tirpitz. Germany DOWed Russia and sliced through an under strength Russian Army. Large parts of the Russian Army were surrounded.

Kevin: The prewar Axis strategy was to never DOW Russia. However the heavy Russian commitment in Persia caused this change in strategy. Plus, despite the objections of my father, Bruce came over and told me to attack Russia. I decided not to question the game designer.

Mike: Although I wasn't TRYING to tempt Kevin to DOW me, I was hoping for the best. This felt a lot like 1941, but I had more units and was more resilient. I wasn't worried about conquest, but rather, how far back he could push me before I could head for Berlin. Paul felt this attack was a mistake. Kevin felt that, hey, this is the convention, and attacking is more fun! I would probably have made the same decision as Kevin. Even with two severe winters, it took me to the end of Winter 1943 to reach the Pact line, where I would have started with a Russian Spring 1943 DOW. Of course, I also might have ended 1943 there had he not DOWed me!

In the Pacific Japan was unable to ignore the Gilbert's threat any longer, retook Makin

and garrisoned a 3x2 there. In the Solomon's the US retook Guadalcanal. The US was building up forces, especially air in this area, while the Japanese were still short of air due to the commitments in India.

1942 Summer Allied. In the Middle East the WA's use four TF's to resupply Basra, the last British hex in the Middle East.

1942 Fall Axis. Germany attacked all along the front and generally ended up on the Dnepr line. Germany attritioned Basra. Most of the Russian armor is in Russia so there were no deep penetrations. A totally isolated Malta fell to an Italian invasion.

Calcutta fell and the Japanese moved up to the Indian Box. The Japanese reinforced Bougainville.

1942 Fall Allies. The US spent a quiet turn building up forces. In the Indian Ocean the WA's decided to abandon Basra to save India and used all available IO transports to ship oil and reinforcing units there.

Mike: Well, kind of! Kevin did not mention that his raiders got through on a roll of one (the only chance they had), and did enough damage to my transports to prevent me from both supplying Basra, and reinforcing India. I had intended to do both. Without supply, Basra was going to fall anyway, so Keven and I decided to send the available forces to India. I was uncomfortable with the chance the raiders had to get through. Kevin had done well with raiders in Europe through much of the game. I was still hard pressed in the Atlantic. In looking at our naval records, I see that the first turn we built any CVEs was Summer 1942. If they had come out one turn earlier I could have used three CVEs to completely block the raiders. I can't remember whether we could have placed AAF or NAS in the India box, which would work like CVEs. Somehow I doubt it!

The Western Allies also sent the Eastern Mediterranean fleet, along with the British carriers, to India, to threaten the Japanese.

1942 Winter Axis. The Russian winter roll gives a maximum winter. This is bad news for the shivering Germans and they retreat to defensible positions. Basra is taken.

Japan spent a quiet turn and conserved forces and money. There were supply battles around the Solomon's.

1942 Winter Allied. The Russians moved up, attacked where they could and generally cause severe casualties. The Russians also attacked in Iraq.

Mike: Oh, there was joy in Russia! I began to wonder if I might get to Berlin on time! I'd have been pretty happy with a draw at this point.

The US built an artificial port at Tarawa and continued its buildup.

Mike: I am somewhat surprised, now that I am paying full attention to the Pacific as I read this, that Kevin did not build the port in Makin, so that he could put six AAF in range of Majuro and start a campaign in the Marshalls. I've found this a pretty effective way to start stretching the Japanese. A port at Majuro or Wotje then threatens Guam, and things begin to give. But it appears that Paul still held Makin, as he had recaptured it in Summer 42.

1943 Spring Axis. The sub war was still really hurting the WA's (caused by the extra modifiers and the inability to build CVE's to maximize transport rebuilds). There wasn't much of an invasion threat. The Germans attritioned and held fast in Russia. Now that the Russians were approaching in the Middle East, the value of taking Basra was negated somewhat.

Mike: Between Summer 1941 and Summer 1943, the Western Allies were building 8 to 11 transports per turn. We used Cash and Carry, Lend-Lease, produced transports, mobilized transports, and did

double increases to shipbuilding. Spring 1942 was the worst single turn (11). The first turn we built any CVEs was Summer 1942. We skipped allocating anything to an air range result in 1941 (to increase NAS), and did not get a second air range until 1944. This is the kind of pressure the Allies face when the Axis take Spain and Gibraltar.

1943 Spring Allied. In Russia, the Russians made limited attacks but the front changes little. In the Middle East, with the threat to Abadan removed, the Western Allies opened the Persian route. The Russians took Mosul, and finally Tehran. In Europe, the WA's were limited to bombing.

In the Pacific the US retook Makin ending the Gilbert's campaign. The British, now with American help, attacked out of the India box and made a little progress. The transport shortage hampered this effort.

Mike: Unable to land on the continent until I had more destroyers, I committed some American and British units to Kevin to cause Japanese casualties in India, with the objective to press them everywhere we could. Paul defended well, and this effort proceeded slowly.

1943 Summer Axis. Germany made a few limited attacks in Russia and attritioned. They were attempting to hang on to their line a few hexes into Russia. They were still strong enough to prevent a large Russian offensive. In Iraq the Germans continued their slow retreat.

In the Pacific the Japanese won a naval battle (mainly cruisers) and resupply Kiska. Japanese supply to Port Moresby was cut.

1943 Summer Allied. The Russians took Baghdad. The Western Allies finished building 24 CVEs for the Atlantic, and began their destroyer buildup in earnest. Up to this point, the Battle of the Atlantic alone has been enough to prevent any serious threat to continental Europe.

Mike: I could have gone adventuring into North Africa, but it seemed an unnecessary dispersal of units. Until I had Gibraltar, I wasn't in a position to take advantage of the ports I would gain. With Gibraltar (or Suez), I wouldn't need them. In retrospect, though, I should have at least taken Casablanca. Had I owned it, I could have sea transported air into it to help take Gibraltar sooner. The successful Axis defense of Gibraltar and Suez were a key reason why the Italians held out longer than Germany and provided the margin of Axis victory.

In the Pacific, there were no Allied offensives.

1943 Fall Axis. The Germans stood pat in Russia. The Germans maintained an orderly retreat towards Turkey and Egypt.

1943 Fall Allies. Russia concentrated on the Middle East.

Mike: In Russia I inched forward through the swamps in 1943, because he couldn't attrition me out of the gains. This helped roll his line back a hex at a time.

In the Pacific the US patrolled in the Marshalls and a carrier battle ensued. The US lost two CV's, while the Japanese suffered two damaged carriers. NAS losses were high on both sides, but the US was left with more NAS and the Japanese broke off after one round. Majuro was then invaded. Supply was again cut to Port Moresby. The US finally tired of the Aleutian situation and retook Kiska. The WA's continued to attack in India, making slow but steady progress.

1943 Winter Axis. The still cold Germans suffer another maximum winter roll.

Mike: I could not believe my luck here. Sixes on each of the first two winters really helped me in the push to Berlin. Milder winters would easily have delayed me a couple of turns. I felt this helped to balance the good luck Kevin had enjoyed with his raiders.

1943 Winter Allied. The Russians attacked all along the front punishing the Germans severely. The front ended up just in front of the Pact line. In the Middle East the Russians pushed into Eastern Turkey and forced the Germans out of Iraq. Saudi Arabia is DOWed and the Russians headed for the Suez Canal. The Russians sent several Russian armored units from the Mediterranean back to the Eastern Front, to begin an offensive into Rumania.

Mike: I badly wanted a port in the Mediterranean to help take down Italy. I hoped to clear the way to the canal with the Russians, and follow behind with British and US units to actually cross the canal and take Suez.

In the Pacific the US successfully invaded Bougainville, completing the conquest of the Solomon Islands. Wajte in the Marshall's was invaded and a port was built at Majuro. The Japanese retreat in India to a more defensible line. The WA's attempt a 1 to 1 on Calcutta that fails.

Keven: It was at this year and this location in particular that I was upset with myself afterwards at not pressing my position better. It's true that the terrible position did not draw enough airpower and so the New Guinea/Bismarks/Solomons board position was about even in air power through 1943. However I had lot of new units coming out and could afford losses better than the Japanese. I should have pushed for more naval combat even in unfavorable conditions to draw the Japanese out. I probably could have been just as effective in the Marshalls- the Japanese fleet can't be everywhere.

Paul: I usually feel the same way afterwards after playing the WA's, and vow to be more aggressive in future games. However it is always easier in theory than practice. If the WA's try to force the action early where the Japanese have LBA advantage the WA's risk a huge

setback. That being said I thought Kevin was very aggressive early retaking Wake and Tarawa on the 3rd turn but then he backed off. I expected him to continue the aggressive play. I would not have risked my carriers in a disadvantageous situation in the Gilberts but would certainly have fought if he tried to move up the slot or to the Bismarck's too fast.

1944 Spring Allied. The Russian front was quiet with both sides conducting limited attacks and attritions.

Mike: Most of the Axis air force was facing the Russians in the East. This is obviously the right thing to do, and it makes it tough for Russia to do much. There are not a lot of airbases in eastern Poland. I remember adding at least two by research, and placing them as far forward each turn as possible.

In the Middle East, Russia attacked and exploited and was close to Ankara. Syria and Palestine fell. The Russians moved up against the Suez Canal but were not strong enough to cross it. The WA's invaded the Portugal beach hex and exploited to within one hex from Madrid. Garrison forces had been reduced here to a minimum to beef up the French defenses. We should point out that due to the Axis strategy employed, there were partisans everywhere in great numbers, and these hampered Axis movement and SR's, and joined in ground combat against them.

In the Pacific the US finished off the Marshalls and landed next to Rabaul, which had been isolated.

1944 Summer Axis. The Axis noticed that Gibraltar was dangerously weak, and scoured the Med looking for something to strengthen it. An additional Italian 2x3 showed up via NR.

Mike: Kevin Milne had to leave the convention early, and left both boards in his father's capable hands. This little

adjustment actually helped preserve Italy and eventually secure an Axis win in Europe.

1944 Summer Allied. Madrid fell to a combined WA and partisan attack. The WA's think about exploiting to Gibraltar but they are too weak.

Mike: I had planned to take it in exploitation, but had forgotten that it was a mountain hex and an objective. I believe it was also a fort. I had miscalculated and did not have the force to take it. I couldn't get better than a 1:2, which is now illegal against a fort. This was too bad, as more careful observation might have allowed me to allocate enough force for a 1:1.

Ankara fell in Turkey, and exploiting armor and partisans cut off a large part of the German Army in Turkey. The WA's landed in France at Caen and exploited towards the west. The Russian Army unleashed a massive offensive along the whole front and pushed The Germans back to the Warsaw line. In Rumania the Germans and Rumanians were smashed and fall back towards Bucharest/Ploesti while defending the mountains in Rumania.

Mike: With the exception of the Gibraltar situation, I felt pretty good about this turn. I took out Spain and Turkey to increase UCL pressure, and I suspect surrounding the Axis in Turkey was a bit of a surprise. I used both Western Allied and Russian partisans to do it. And I was finally ashore in France. I believe at this point I also tried a 1:1 on Suez with the Western Allies, in an attempt to penetrate the Med from that direction. It failed, and I would not have time to try it again. All my Mediterranean eggs were in the Gibraltar basket now.

In the Pacific the WA's patrolled off Truk and there was another large naval battle. The Japanese were outnumbered in carriers but had the Truk LBA. Again large numbers of

NAS were lost and both sides lost a couple of carriers. The situation does not look favorable to the Japanese, and they retreated after one round to preserve their remaining carriers. However, the Allies were not strong enough to take Truk, and land on Ponape instead. Port Moresby falls after four turns of isolation. The WA's in the Pacific were severely hampered by a lack of CVE's. Because of shipping losses they were slow to be built and those that were served in the Atlantic SW box. In India the Japanese were pushed back but Calcutta holds.

Mike: This is the second turn in a row that a 1:1 on Calcutta failed!

The US calls off the Submarine SW campaign at this time due to ineffectiveness. The WA's have not had the RP's to build enough subs and roll for torpedoes. The Japanese have maxed out on ASW warfare.

Keven: I have been told this was a mistake and that the WA should keep pressing and the Japanese transport situation will suddenly collapse. I guess this is true but Mike and I made a decision that the oil resources could be taken at the same time with surface forces— so we made the decision to spend the RP's elsewhere.

Paul: I think they were right that they would cut the oil off at the same time as the sub campaign. However my feeling is that the WA's always have to find the RPs to conduct the sub war.

Mike: Of all our mistakes in this game, the one that concerned me the least was the Pacific sub war. Not beefing up with more CVEs (we should have had more), and not being more aggressive earlier in the Marshalls, were the bigger problems.

1944 Fall Axis. In France the Germans retreated preserving the Army but exposing Paris. They stitched together a defense of the Dardanelles.

1944 Fall Allied. Paris fell to heavy WA casualties. In the south Lyon was captured.

In Spain the WA's tried a pure 1 to 1 against Gibraltar which resulted in all the Allied forces being lost. The Russians attacked towards Berlin, bypassing Warsaw, but the going was slow, with double stacked German armor, and most of the Luftwaffe contesting the way. A bridgehead was established across the Vistula. The Russians were halted at Istanbul.

Mike: I don't remember if I could have gotten better than a 1:1 on Gibraltar. Perhaps not, but if I could have, I should have! I transferred the bulk of my Russian armor to Poland and East Prussia to attempt to punch through to Berlin. My tactics were simple. Have enough air to shoot down the Germans (this required almost all of the Russian air). Make a breakthrough with the help of six shock troops. Make an exploitation attack with a huge stack of armor across river so it can't be attritioned. Follow the Baltic coast to pick up airbases along the way. I had been taking 1:1's with the Russians since 1942, and quite a few succeeded. The attack on Istanbul didn't. I didn't stop though!

In the Pacific Rabaul and Lae fell, Manus was invaded and Oroluk was seized to tighten the noose around Truk. Calcutta finally fell and the Japanese retreated towards the jungle/mountain hexes.

1944 Winter Axis. The Germans retreated to the Rhine. The Germans were strong in BRP's for this time of the war and had a successful rocket program to keep UCL up.

Mike: Whack-a-mole UCL from Turkey and Spain, and the Rocket Mole shows up!

1944 Winter Allies. The Russians mounted a large attack towards Berlin using most of their armor and all of the air. In the south Bucharest and Ploesti were isolated and the Russians advanced from Turkey into Bulgaria and towards Yugoslavia. The Western Allies couldn't make it across the

Rhine because they couldn't get enough air in range to support a river crossing.

In the Pacific Rangoon was invaded and Dacca fell. Korar was invaded.

Mike: I had been encouraging Keven to try a 1:1 on Singapore. However, Paul managed to fortify it before Keven had the chance, so he invaded Rangoon instead.

1945 Spring Allied. The Russians again strongly attacked and got next to the Oder. In the south Greece became Allied diplomatically. Bulgaria, Rumania, and Yugoslavia all fell. Hungary hung on by a thread. Cologne fell and a bridgehead is captured across the Rhine, but they cannot advance further. Gibraltar, which had been reinforced by the Italians finally was taken by the WA's, opening up the Mediterranean. Marseille was captured and the WA's exploit into northern Italy.

In the Pacific the Philippines were invaded with a small force. The Japanese intercept but most US TF's get there despite the range and the Japanese get clobbered. The Japanese retreat into the mountains of northern Burma, and the Allies push into Thailand and Viet Nam. Truk and Guam still held out. An artificial port was built at Manus.

Mike: I assume the port at Manus is to allow more forces to hit Okinawa.

1945 Summer Axis. The Germans placed most of their air in Denmark out of counter air range. It was known that the WA's had a bomb. The WA's cannot get to Berlin with their army. The Germans attrition the Russians back one hex.

1945 Summer Allied. The WA's decide to invade Denmark to exploit through the airbases, inverting the air there. The Germans forgot that the air could be used on the beach to stop that invasion but it wouldn't have mattered in the long run. There was enough German air to stop the bomb being dropped on Berlin, but not drop

the Russian exploitation attack to less than 1 to 1. The attack was successful and Germany fell. However the Italians weren't close to being conquered, and it was decided that it would take 2 more turns to conquer them.

Mike: I used all the cunning my feeble brain could muster at this point at the con, to try to achieve the moral victory of taking Berlin by Summer 1945. It is possible that Paul might have been able to allocate his air to stop my invasion, and still have enough to stop the bomb and the exploitation attack. I don't think it was a sure thing for him, but I was hoping he would just let the invasion through and overlook my exploitation gambit. He did, and my 1:1 (straight up, with nothing to move in on a full EX), did succeed.

In the Pacific, knowing this was the last turn, a desperate 1 to 1 attack on Okinawa failed. Normally this attack would not have been attempted. To add insult to injury, a 1:5 to 1 against Singapore also failed. We decided that Japan would have lasted 2 more turns before succumbing to three nukes. This gave the Axis a four point victory.

Post-Mortem. *Mike.* This was a great game. Kevin and Paul rocked us pretty good. It was a lot of fun trying to make a comeback.. Paul and Kevin played extremely well and deserved their victory. They introduced a strategy I had not seen before, and it worked! Paul said they hadn't gotten past Winter 1941 in their play test, so they weren't really sure what might happen after that.

Game 6

Johnson-Collins-Mathis-Mathis

European Axis:	A. J. Johnson
Japan:	Chris Collins
Allies Europe:	Jeff Mathis
Allies Pacific:	Trevor Mathis
European Result:	Sum 44 (-1) [Est]
Pacific Result:	Spring 44 (-2) [Est]
Overall Result:	Allied Win (-3)

Pacific narrative provided by Chris Collins and Jeff Mathis. European narrative provided by A.J Johnson and Trevor Mathis.

Axis European Strategy. I plan to do a Sea Lion strategy using the Kesselring plan, by producing a second air transport, and dropping paratroops on two ports simultaneously in Summer 1940. I will forgo taking Paris until Fall 1940. The research strategy is to focus on getting a naval DRM in 1941, to help press the strategic advantage, and put a lot of pressure on Britain early.

Axis Pacific Strategy. The Japanese will go for an air DRM, as well as Indian subversion. They will push against Britain in concert with the European Axis.

Allied Research Strategy. The Allies will forgo atomics and focus on getting a massive amount of tanks and air, to exert pressure as quickly as possible on the Germans, on the mapboard. The hope is to use this to our advantage, and not get punished later for the lack of the A-bomb.

1939 Fall Axis. The invasion of Poland is moderately expensive, losing a couple AAF factors, since the Polish AAF split up and forced two combat rolls. No ground forces were lost.

Mike. I'd love to have those losses when invading Poland. My last two games have featured a full cross-river exchange on Warsaw, killing four 3x3 infantry, plus losing an air factor!

1939 Fall Allied. Britain lays down a BB5.

1939 Winter Axis. The phony war is uneventful as both sides build up forces for the Spring conflict to come.

1939 Winter Allied. Britain lays down a CVL. Russia takes the Finnish border hexes, at a cost of 9 BRPs in losses. Both British armor are in Egypt, along with all the Commonwealth forces, and three air factors. The rest of the British air is in Britain to defend against a possible Sea Lion.

Trevor. I plan to aggressively build ships as Britain. This may hurt economically in 1940. I laid down a BB5 and a CVL in 1939, and added a SBP in 1940. I hope to make progress in Africa early. I am not defending France with any British units, and leaving that defense entirely up to France.

1940 Spring Axis. The Axis, having held off a DOW by Italy, call Yugoslavia, taking advantage of the additional +2 for Italy not being in the war. It doesn't help, and Yugoslavia stays neutral. Germany intends to invade the UK by way of "airheads"; so another air transport (AT) is produced as well as a 3rd falschirmjager unit. The conquest of France is planned for Fall 1940, allowing the Luftwaffe to concentrate on the UK. The invasion of France goes as planned, helped somewhat by the absence of British units. Italy NRs units to Tobruk, taking advantage of its neutral status.

Mike. This is an interesting plan. I'll be curious to see what happens. In general, I have always found it too difficult to simultaneously conquer France and invade Britain, and have always opted to conquer France first, and then decide what to do. It also allows time to build and launch two more DDs.

The Kriegsmarine attempts to pull off Norway on the cheap and gets burned by a lucky Allied interception. Norway is now a British associated ally!

1940 Spring Allies. The Med is quiet as Italy is not yet in the war. Britain has no forces in France, so it is available for the taking.

Trevor. I am not sure I would choose to defend France in this fashion in my next game, but France did hold out through Spring, and there will be no British losses in the French campaign.

1940 Summer Axis. Germany establishes two airheads in Plymouth and Great Yarmouth, with plans of sea transport support in the Fall. Italy DOWs France.

1940 Summer Allies. The UK manages to destroy the Great Yarmouth foothold, but Plymouth holds.

1940 Fall Axis. Axis sea transport of reinforcements is stopped by the Royal Navy. The Luftwaffe did a great job of covering the destination port but not so much on the embarkation area. The Royal Navy intercepts at Kiel, outside the range of most of the Luftwaffe, and forces the task force back. This blunder costs the Germans the initiative and eventually the foothold in the UK. France will fall this turn with no hope of rescue. The Axis transfer their air to the Med to see what they can do to harry Britain there. A successful attrition on the 11-20 column starts pushing the British back in Egypt.

Mike: I hate to see a plan torpedoed by a mistake like this. But it is often hard to visualize the interaction of air, naval and land forces in an invasion like this, and to plan for it a turn or two in advance. Spring or Summer might have been the best time to position the German navy closer to Britain, when enough air might have been available to cover the move. And you have to end the Summer turn with the right units in or near the port of embarkation. All of this illustrates why I avoid it. There are too many demands on the German air (covering base changes or

NRs, being available for interception, creating breakthroughs in France, protecting the paradrops, attacking minors, etc.), and the British fleet is big enough that you have to respect it. At any rate, it looks like the invasion of Britain is over, and A.J. will have to come up with something else.

1940 Fall Allied. The Allies appreciate the BRPs from their new ally, Norway!

Mike. In A.J.'s next version of this plan, he may want to consider forgoing the invasion of Norway. The BRPs are nice, but if your invasion of Britain succeeds, you can make them up from British KEAs. If it doesn't, you can always take it out later in some future Spring turn, when you can't do much on the Eastern front anyway.

France falls as planned. Germany chooses not to establish Vichy. All the colonies go independent.

1940 Winter Axis. With Sea Lion turned away, Germany rolls for the minors and proceeds to plan for Barbarossa. The Axis continue to advance in Egypt.

1940 Winter Allies. Britain can't do a lot at this point, but transfers what it can to South Africa.

1941 Spring Axis. Buoyed by successfully pushing the British back beyond the Qattara Depression on another 11-20 attrition, the Axis decide to leave 8 Axis air factors in the Mediterranean to keep the pressure on. The U-boat war is going very well since the Axis get a NDRM in Sp41.

A.J. This is interesting, since the WA plan is a MASSIVE shipbuilding program, with UK BB5s being laid down early!

Trevor. On two lucky 11-21 attritions, he pushed me back beyond the Qattara depression.

1941 Spring Allied. The Russians brace to receive Barbarossa. The Western Allies begin reinforcing the Middle East.

1941 Summer Axis. In a major diplomatic coup, Germany succeeds in activating Sweden as a minor ally! This in spite of the Allied occupation of Oslo. The Swedes move into Norway to assist their Nordic brethren. Barbarossa is a limited operation, since some AAF were supporting operations on the Mediterranean and Western fronts. There were about 8 aaf in the Med: 22 German, 5 Italian, plus minors. Russia defended strongly in the north. The Axis attacked strongly in the south and got to the Dnieper, taking Kiev by paradrop on the first turn. A modest penetration will set up a holding action strategy on the Eastern front, as the focus is still a "strangulation of the UK".

Trevor. In Russia, on his opening turn, he played kind of conservatively. He took Dnepropetrovsk, but didn't surround anything in the north. He had most of his armor in this one exploitation pocket in the south.

Jeff. When he announced only two combat attacks in Summer 1941 I was shocked! Obviously, he wasn't going to surround very much! Of course, all the German ground troops were healthy, so this had its advantages and disadvantages. Most of the Russian army survived. Russia was not hurting for BRPs at all.

The Pacific theater unfolded uneventfully - there were no surprises in the buildup of the Japanese prior to declaring war on the U.S. and Britain.

1941 Fall Axis. The Russian campaign becomes one of alternating heavy haymaker attacks against each other. Germany would attack, then Russia would attack.

A.J. There was no defending anywhere I believe. Most games have massive lines facing each other. We had a bunch of holes because we kept attacking each other. It was actually pretty cool.

The Japanese DoW occurred in Fall 1941 rather than Winter 1941, due to events in Europe driving up tension levels. European tensions were too high, 47 in summer, though not quite high enough to roll it to 50. However, the early attack on Pearl Harbor was successful, with one CV3 being sunk.

Mike. The CV3 was caught because of the lower USJT during the Fall attack. A nice silver lining for something that wasn't planned.

Jeff. Japan had very low tension. I mobilized for the first time in Fall 1940. I didn't mobilize again until the turn that he went to war. There was no embargo until that turn. Japan had infinite oil on the attacking turn. It ended up working out ok for him. He attacked Pearl Harbor with the lowest possible result. I was lucky that he only found one of my three carrier groups. Also, we had 3 TFs in the South Africa box, ready to deploy into the India box in Fall, at no penalty to USAT, because the US would be in the war in Europe by then. So he would have had to face them in the Allied half of the Winter turn. Rangoon could be reinforced by sea transport, and Singapore as well, if it was not taken on the first turn. One disadvantage he faced was he had just moved into Saigon, so Thailand did not associate on the first turn. So that slowed him down in Burma.

1941 Winter Axis. Axis units continue advancing into Norway from Sweden. Germany redeploys air from the Russian front to help take Oslo in Spring 1942.

Japan consolidates its perimeter, obtaining a foothold in the Solomon's. Midway falls.

1941 Winter Allies. The UK suffers huge naval losses as they battle a much more capable Italian and Germany navy. With spending and strategic losses, the UK is in a bad way, but manages to hold on. The USA enters the war.

A.J. We got the naval DRM in 41, and sank 12-15 British capital ships, and probably a dozen cruisers. When we stopped the game, there was not a single Allied ship in the Mediterranean!

Trevor. My European fleet got absolutely battered to death! Almost all of my BB3's got damaged. The Axis got a naval DRM in 1941, which hurt in naval combat, SW, and against subs on the board.

Plotting revenge for earlier Axis gains in Egypt, and to avoid the Axis air over Malta, the Allies have their fleets change base from Europe to South Africa, and then NR to Suez. An invasion of the Libyan beach hex is in the offing. One Allied TF guards the Atlantic.

The Allies keep a foothold in the Solomons, and they engage in a war of air attrition with the Japanese. What aided the Japanese was achieving an Air DRM result, allowing them to keep pace with the Allies in attrition.

1942 Spring Axis. Germany takes Olso in spring, and attritions in Russia.

In the course of the Solomon's campaign, there was a significant naval battle, and the Japanese were successful in sinking three carriers, changing the strategic balance. Johnston Island falls. Japan takes two islands in the Aleutians. Japan begins picking up one resistance point per turn.

Jeff. I decided to take a very aggressive stance as the Allies early on. We had an aggressive shipbuilding plan for Britain, and had laid down a BB5 in Fall 1939, and double accelerated it at every opportunity. We would send over the bulk of the British fighting naval force. This is painful for Britain, who was in economic ruin, but it is the quickest way for the Allies to get out a BB5. There is no way the Americans can get out a BB5 that fast. So, in terms of surface power, the Americans had the Japanese outnumbered from very early on. To balance the carrier

force, I decided to lay down all CVLs. In 1944, I don't care what kind of carriers I have, just as long as I have as many as possible and can fight toe to toe with the Japanese. But unfortunately, my initial combat didn't work out well. I got into a carrier battle in the Bismarcks, and lost three more carriers! Two from air strikes, and one from a sub attack. This crippled the Allied war effort. So it was going to be 1943 before I could contest him again.

1942 Spring Allies. Russia attacks. The Allied navy in Suez invades the beach hex in Libya, cutting all Axis units there out of supply.

The US reinforce a threatened Dutch Harbor. In anticipation of an early invasion of France in Europe, all remaining Western Allied DDs are transferred to there from the Pacific.

1942 Summer Axis. The slugfest in Russia begins again.

With the distractions in the Solomon's as well as naval superiority, the Japanese took advantage by putting pressure in the Central Pacific and the Aleutians. The Japanese successfully invade Dutch Harbor, which falls on a 2:1 against a defending 1x2 and 2x2. The Allies have no fleets available to oppose the invasion. The Japanese make an aborted invasion of Hawaii. Gaining these additional island groups significantly helped Japanese Resistance points.

Mike. Chris is playing aggressively, to say the least! It has been a long time since I remember anyone attempting to invade Hawaii! But with the U.S. down three carriers in 1942, why not?

1942 Summer Allies. To get their Allied fleets back into the Atlantic for a planned Fall invasion of France, the Allies run a patrol near Malta. This also guards supply to the Libyan bridgehead. At the end of the combat phase, all of those patrolling fleets return to base in the Atlantic. All Western

Allied DD's from the Pacific arrive in Europe.

Mike. This is a typical all or nothing strategy dreamed up by the Mathis brothers!

The Allies continue their buildup of capital ships in the Pacific, which includes bringing over a British TF consisting of CVLs and a British BB5 from Europe.

1942 Fall Axis. Observing the absence of British fleets in the Med, the Axis position air over the Libyan bridgehead to cut supply.

1942 Fall Allies. Unable to supply their bridgehead in Libya by sea, the allies push forward to it by land with an exploiting 5o6, linking up the forces advancing from Egypt with the bridgehead. The Allies then redeploy their Egyptian army (5o6, two 3x4's, one 2o5) toward the Italian line set up west of the Libyan bridgehead.

The Allies invade France successfully. They invade at Caen on a 2:1, and roll a 2. The odds are 36-18, and the result is a full exchange. Losses consisted of 6 damaged BB3's, a 5o6 tank, and 7 aaf. It was brutal! But the Allies still have two armor, so they exploit to La Rochelle. They had upped the CTL in Summer 42, at this point to 2.

Mike. If I remember correctly, the Allies exploit and capture Lorient, St. Nazaire and La Rochelle. So not only are they ashore, they have knocked two modifiers off the German sub war, which no doubt provided some needed relief.

1942 Winter Axis. In the Med, the Axis observe that the Allies have no fleets, and failed to walk into an empty Tobruk. A supply run, followed by a sea transport, allows the Axis to cut off the Egyptian army which has just advanced! But the Allied invasion of France throws all the timetables and plans in the can and forces an early confrontation with the Western Allies in France. The Germans attritioned the Allies out of their bridgehead at Caen, but they

held the all important port at La Rochelle. The Eastern front deteriorates rapidly as strength is shifted to battle the early French invasion.

1942 Winter Allied. America, using five transports, is able to attack out of La Rochelle. They make a few attacks and create a pocket, so they can redeploy more forces into La Rochelle. They also move into St. Nazaire. They were in the process of trying to reinforce and build up this tenuous bridgehead.

The Allies take Guadalcanal.

1943 Spring Axis. In Spring 1943, Japan runs a patrol in an attempt to re-take Guadalcanal. The Allies engage with 4 TFs, and a huge naval battle follows.

Jeff. Since we're about to put everything away, I send everything out. He responds with the rest of his fleet, and we have a big battle. I get some luck and catch a carrier force with two of my surface task forces. I sink or damage all the escort ships. I sunk the Yamato by putting 25 surface factors on it! It's tough to take down with fleet factors, but I did it!

Japan sunk a light carrier, a battleship, damaged three BB4s, and damaged a light carrier. Japan lost the Yamato and a BC3 and a cruiser.

Jeff. So now he faces a tough decision. He has only one light ship as escort left to protect the carriers, and if I find him again, he could lose carriers to surface ships.

Japan withdraws. Japan was low on capital ships.

Jeff. Unfortunately for him, I am now in a defensive patrol in his patrol hex, and it is the Japanese supply phase. I now play a strategic card as the Americans, and as he has no uninverted fleets, am able to cut supply to the Gilberts, Bismarcks, Lae and Hollandia. I even get lucky and cut supply

to Truk! So, now they are in Truk and cannot uninvert.

Chris. I had to strategically redeploy out of that entire area so I could re-establish supply to re-engage.

Mike. Ouch! The crucial die roll in this encounter was intercepting supply to Truk. Jeff's lucky roll here put him in a winning position. But it was his determination to engage the Japanese early and often that put him in the position to get lucky. And he did not back off, in spite of his initial debacle losing three carriers in the Solomon's. This is a good illustration of what can happen if you attack a turn or two longer than you really should as the Axis, although it is very hard to judge these things, and I have often been caught in exactly the same situation. Chris was in a strong position at the end of 1942. In hindsight, he should have simply sat back and waited for the Allies to come to him. This is one of the most difficult aspects of the game to master for almost all gamers, who tend to be naturally aggressive. This was definitely a wild and wooly game. Congratulations to Jeff for a nice turnabout.

1943 Allied Spring. Since the Japanese fleets were inverted, the Allies took an island in the Bismarcks (Kavieng), got a foothold next to Lae, and invaded the Gilberts. After bringing the Allied air up (8 AAF over the Bismarcks), Japan was not going to be able to get any of that back. Japan had forts in Rabaul and Lae that would have held out until he was able to take them.

1943 Summer Axis. Germany stabilizes both fronts by early 1943.

Here the game ends.

Post Mortem. A.J. Jeff and Trevor used a very unusual WA strategy of massive ship building and a complete emptying of the PTO of light shipping (all DDs) early. This

skews the whole game. A willingness to sacrifice 20-30 factors of WA ships allowed for an early French invasion. And that was aided by a German mistake on the airhead follow up with sea transport, which allowed the UK to stay in the game.

Chris. Unfortunately the game ended in mid-1943, but the Japanese strategy definitely took a turn for the worse given the detrimental supply situation on the outer perimeter, and they were forced to start building their mid-perimeter quickly against the eventual Allied onslaught. We estimated Japan would fall in Summer 1945, for a 1 point Allied victory.

Jeff. We adjudicated the game as a 1 point allied victory. The Pacific would have been difficult for the Japanese player from 1943 on, for a fluky reason. In a closely fought battle with a Japanese patrol, Japan decided to withdraw, allowing the U.S. to go on defensive patrol. With a strategic magic card and a good roll, the Allies prevent supply to Truk, where the Japanese fleet had returned to base. If they NR out, which they do, they still can't uninvert until the next turn. Now it is my turn, and I have no Japanese fleet to oppose me. So I invade the Gilberts, Kavieng, and the beach hex in New Britain. I'll drop a British airbase in New Britain and an American airbase in Kavieng, and have 8 AAF over the Bismarcks. That's very painful to have happen to you at the very beginning of Spring 1943. Then I've got all those CVLs coming off the racks, so hopefully I could have gotten things going pretty quickly. We adjudicated as a one point Allied victory. Part of the problem is that when you only get to Spring 1943, you just don't know. There are so many things that can happen in the game.

Elihu. Is that what you think the result in this theater would have been, a one point victory?

Jeff. Probably more than a one point victory, but it depends on a host of factors,

including Japanese production later in the war, how Japanese ASW research has gone, etc..

Elihu. What is your best guess?

Jeff. Allies by two.

Mike. I had a great time reading about this game! I think it demonstrates all the facets that make A World at War so much fun to play. Every part of Europe was a battle ground, from the shores of England and Libya to the forests of Sweden and the steppes of Russia. The same was true in the Pacific, with action in Dutch Harbor, the Central Pacific, the Solomons and even Hawaii. This was a very close contest with a lot of dramatic turnabouts. The Mathis brothers gamble on British shipbuilding and focusing on production, ignoring the A-bomb, and in so doing achieved one of only two Allied victories this year.

Game 7

Stanley-Erickson-Conway-Schroeder

European Axis:	Don Stanley
Japan:	Stephen Erickson
Allies Europe:	Brian Conway
Allies Pacific:	Tim Schroeder
European Result:	Winter 1945 (+2)
Pacific Result:	Summer 1946 (+3)
Overall Result:	Axis (+5)

Game narrative provided by Stephen Erickson and Don Stanley, together with player comments from the video.

Axis Strategy: *Don:* The European Axis did not have a specific strategy, other than to take advantage of opportunities as they appeared. I considered a 1940-41 Sea Lion a possibility, or an invasion of Russia. I also planned to try rolling for atomics at least once, to see if I might get lucky and try for an A-bomb.

Japanese Strategy. *Stephen:* Japan will be executing a Big Navy strategy. Pre-DOW, I will lay down 1 CVB and 2 CVs. I will have 30 DDs in play by Winter 1941, which will be my anticipated DOW turn, although I will remain flexible to go early should an opportunity present itself.

1939 Fall Axis. Japan research rolls are solid, and Allied rolls are very good: three 5s, four 4s, and two 3s! Both the Allies and the Russians place a spy ring, one in Turkey and one in Spain, which causes the German player some concern. Germany has nothing to counter. Germany conquers Poland.

Don: I did have 2 DPs in intelligence, it just didn't work out!

1939 Fall Allied. The Western Allies pacify Ireland for the rest of the war. Russia enters Eastern Poland and the Baltic States.

1939 Winter Axis. Germany builds.

Japan attrition advances in China into O24. It ends the year with 9 BRPs remaining for 4 base growth.

1939 Winter Allied. Russia demands the Finnish border hexes. Finland resists.

1940 Spring Axis. The Allies get a -1 result for ASW. Germany reveals no DPs in Spain. Germany eliminates the Allied spy ring there. Germany advances into France with little loss. It leaves some air in place over Malta.

Japan continues 31 factor attritions against the Nationalists. P24 now open for advance into next turn. All fronts in China are sealed.

1940 Spring Allied. Two battleships are damaged on the supply run into Malta.

1940 Summer Axis. Germany eliminates the spy ring in Turkey. Paris is occupied.

1940 Summer Allies. Russia demands Bessarabia. Russia was unable to maximize its forces adjacent to Bessarabia because it took longer than anticipated to take the Finnish border hexes. An unlucky roll of six meant that yielded an 8+ result, so that Russia had to give up its demands. France falls. Germany does not establish Vichy.

Mike: After playing through some Barbarossa scenarios with Rob Carl, I am a firm believer in Rob's approach to defending Russia. Ignore the Finnish border hexes, or defending there at all, as the Finns can only go one hex outside their country. Do demand Bessarabia. This minimizes the hexes you must defend, and maximizes the available troops. Rob also likes to maximize Russian production in 1940 and 1941, although it depends on getting a breakthrough in military in 1940, which can't really be insured. He likes adding one 4o5 and some infantry. He also disdains forts, preferring troops.

1940 Fall Axis. Germany activates all of Rumania, including Bessarabia.

Japan conducts its second mobilization as mandated by tensions, which are at 12. In

the NR phase Japan occupies northern French Indochina. Some naval and land units begin transferring to island chains.

1940 Winter Axis. This is a very clean game to date, in terms of low losses to Japan, in China. Japan continues 31 factor attritions against the Nationalists. Japan has not spent 1 BRP in China nor lost any units except via Chinese attritions. Tensions at year end are 14, with 35 unspent BRPs.

1941 Spring Axis. The Allies blow out on their ASW roll and get no modifier, leaving ASW at -1. The sub war intensifies. The Axis prepare for Barbarossa.

Japan produces its 2nd and 3rd Marine. It continues a build up in 'invasion launch' positions: 2 TFs + sub in Truk, 1x3s in several forward island hexes, and 4 armored units in ports.

1941 Spring Allied. In the Allied spring turn, Britain places an additional 3x2 in Singapore joining a 2x2 Indian.

Stephen. I was not intending to go in Summer. By positioning myself for that possibility, my real interest was in helping out my German partner, by forcing a relocation of ALL Indian and Australian units out of Europe and into Pacific board defensive positions. That happened, but Tim had the units well positioned – which meant I probably would not DOW next turn. The arrival of the 3x2, while sobering, did not bother me, as the consequential 3 point tension adjustment in Europe meant the Allies could not DOW in Europe until Spring '42. So they paid a considerable price for this.

Mike. Stephen sounds like a great partner, to take such a global view of this problem!

1941 Summer Axis. Germany invades Russia. The Axis find a hex defended by only five factors, and overrun it. The Russian second line in the south stops further penetration.

Mike. In the post-mortem, Brian identifies Finland and Bessarabia as a major source of his problems in Russia. He got Finland but not Bessarabia. I don't know if he defended in Finland, but his line was obviously a little too stretched by all this.

Japan takes its third mobilization, as mandated by tension. The oil embargo occurs. Japan occupies Saigon.

1941 Summer Allied. The Russians build out of air and infantry range.

1941 Fall Axis. The Axis walk forward, taking the Russian territory offered. Taking advantage of the lull, the Axis transfer a lot of air to Africa for a possible Winter offensive there. In Egypt, the Axis push forward close to Alexandria.

Japan takes voluntary oil effects to remain at 10: air and construction. It is poised for a winter DOW. The end of turn tensions are at 28, and the U.S. rolls a 6, forcing Japan's fourth mobilization.

Stephen: The lucky Allied tension roll means that tension for Pearl will be 1 higher, but losing surprise isn't a possibility. The U.S. now has five CV TFs in the Pacific. The U.S. mobilizations have been heavy in AAF and NAS. So I am facing a bit of a stack-against-Japan from the start.

1941 Fall Allies. The Russian line solidifies. The Western Allies strongly defend Egypt.

1941 Winter Axis. The European Axis make one or two attacks for small tactical gains. Seeing the strong defense in Egypt, the Axis move the air to France, to threaten bombing or an invasion.

Japan DOWs US/Britain. Japan strikes Pearl Harbor with an adjusted tension of 35. It finds none of the 5 CV TFs in Pearl. Japan kills the AAF, destroys 3 BBs, sinks 2 BBs, and damages 2 BBs, leaving one. Japan calls a second strike. It is underwhelming, eliminating only one oil. Four of the five

U.S. CV TFs roll to intercept. All four make it. My CAP and air defense take care of three CV air attacks. However, the second incoming attack attains full surprise. All 3 NAS gang up on one CV – and damage it.

Mike. Stephen wisely flew maximum CAP, and must have been biting his nails throughout these attacks. And I am sure that Tim was profoundly disappointed at only damaging one carrier out of that! I'm not sure why Stephen went for the oil. I think attacking the lights, or sinking some more BBs, might have made more sense. Changes in the oil rules have reduced the impact of losing oil at Pearl Harbor to the point that it doesn't seem to matter.

Tim. We realized later that Japan actually flew one more (7 eNAS) than maximum CAP. By that time it was water under the bridge, though.

Japan pushed into Burma taking Rangoon. It invaded Lingayen, Brunei and Palembang. It conquered Malaya, taking Kuala Lumpur and advancing a 2o3 adjacent to Singapore. It invaded GG26 and took Lae. An invading 1o3 advances to HH26, attacking Lae, while preventing NR into Port Moresby. Japan invaded Wake, Rabaul, San Cristobal, Tarawa and Guadalcanal. Patrolling subs are sent to II32 to help prevent reinforcement and supply of the Solomons and New Hebrides. Japan spends an extra naval oil, and ends the turn with 8 oil.

Mike. I assume Stephen will besiege that nasty stack in Singapore. He seems to have taken most of his perimeter at this point, but still has to clean out Indonesia.

1941 Winter Allies. Tim has 9 DDs available for use. Supply was cut to Singapore, Port Moresby, the Solomons, and the Bismarcks. The two Japanese subs on patrol intercept supply into the New Hebrides, sinking a CA2 and DD4 but supply gets through.

Mike. Well, I hope Stephen enjoys his submarines while they still bite!

Tim reinforces the Aleutians, Noumea, and both New Hebrides islands.

Stephen: I am very happy with my initial push. Tim's defense was uniformly solid. My losses were light. The risks I took with lesser odds attacks in the Bismarck's and Solomon's paid off. I was able to reposition units effectively and am poised for a very strong DOW+1 follow up. I sunk six factors of lights including four DDs, and was fortunate to have my CV escape the Pearl Harbor attack only damaged.

1942 Spring Axis. Germany DOWs the US. Seeing that Britain has enough air for an adequate defense against bombing, Germany, with enough DDs for a reasonable invasion force, opts to invade Britain. The Axis threaten a 1:1 to get ashore, and a 2:1 on London. After Axis air were used to attack the fleets, the odds fell to two 1:1's. This fails, but at a cost of 19 sunk British naval factors.

Don: I didn't expect to conquer Britain, just cause economic hardship by taking London, or kill some fleet factors. One thing that helped here was managing USAT well enough to postpone American entry until Spring 1942. The Allied early invasion of Morocco assisted this, as did the transfer in Spring of 1941 of the 3x2 infantry to Singapore. The loss of 11 fleet factors in 1941 in the Med resisting an Axis troop transfer, plus the 19 lost defending against the invasion of Britain, hurt the Allied war effort in the Pacific. German fleet losses in these actions were minimal, and I was able to build up the German and Italian fleets considerably by game end.

Japan announces a NDRM increase to 4.

Mike. As the Allies, I hate it when that happens! This is pretty early for Japan to

get it, but I assume the U.S. won't be far behind.

China remains firmly under control despite diminished forces there. The Manchurian garrison remains 30 (never to sink below at any end-of-turn.) A 2.5:1 attack takes Manila. Japan advances in Burma into S15, and invades Balikpapan and Batavia. An overland attack takes Port Moresby. Japan invades Santa Cruz and reinforces San Cristobal, invades Beru, Tamana and Nauru. No Allied forces remain in the Gilberts, Bismarcks, Solomons, or New Guinea. Japan invades Midway, and both Attu and Adak in the Aleutians.

Mike. How did Japan take Port Moresby so quickly, and apparently, easily? I see that Stephan postpones any incursion into the Gilberts until his second attack turn. I would have thought the U.S. would put up a fight over Tamana, since they could supply it and NR to it in their turn. But perhaps they had other priorities? Also, there is no mention of any magic interceptions of any of these invasions. Poor card draw? I usually put something on Midway, though most folks just count on Magic to deter this. However, since you often only have one card, you will end up giving up an Aleutian island or Midway, the Aleutians being the less important target.

Tim. Port Moresby was defended by an Australian 2x2 when war was declared. The Japanese armor in HH26 prevented redeployment into Port Moresby on the DOW turn. Supply was cut, and the inability to place WA air bases left Japan with air superiority for the DOW+1 turn, when Port Moresby fell to an overland attack. In hindsight, I should have defended the beach adjacent to Lae rather than the beach adjacent to Rabaul.

I had no strategic MAGIC card. I'm not sure which forward port based the US navy (probably Noumea), but Tarawa is

10 hexes from either Noumea or Pago Pago, and 8 hexes from Suva. Even from Suva, intercepting a small force in the invasion hex has a less than 50% chance. And if successful, after counter-interception I'd be left facing the IJN with a -2 modifier for NDRM.

1942 Spring Allied. Japan cuts supply to Singapore. Japan ends the turn with 8.5 island groups, earning 1 victory point (+1 total).

Stephen. I'm very happy with my DOW+1 push. I was able to expand out nicely and then to reinforce and consolidate my positions.

Mike. It's hard to argue with that, unless the Allies plan to transfer a TF to Colombo and make major trouble in Singapore. Was the U.S. out of position to immediately re-take either one of the Aleutians, or Midway?

Tim. The patrolling Japanese subs each gave an extra [counter-]interception die to Japan, meaning any WA attempt to supply the Solomon's or New Hebrides risked facing the bulk of the IJN. I deemed the New Hebrides critical, which didn't leave much for supplying anywhere else or attempting to retake Attu, Adak, or Midway.

1942 Summer Axis. Germany resumes the offensive in Russia, exploiting around Moscow and isolating it.

NN30 in New Caledonia is open to invasion. With carrier air superiority of 22 to 15, I patrol two CV TFs to support this. He intercepts. Land air is equal as I am under NAS based in San Cristobal, Guadalcanal and Santa Cruz. I sink one CV in battle, and a 2nd CV with a sub attack. I incur no ship losses. He withdraws. The invasion goes through.

Mike. The loss of two carriers is a major disaster for Tim, and will really inhibit any aggressive action in 1942, and

possibly delay action in 1943. I don't quite understand Tim's response, although it may have been a reasonable risk. Why not fight in the invasion hex, where you are guaranteed land based air superiority? If he sends the entire IJN and you don't wish to risk it, at least you have forced him to invert his entire navy. No magic card is mentioned, but one could have been used, if available, in the invasion hex. A single American TF can be tough to find in the first round, while the U.S. should be able to find something to hit. I'd be curious to hear Tim's view, as he is certainly one of the most able naval commanders I have played.

Tim. Failing to garrison the beach in Noumea was just a stupid oversight (the ground units were NRed into Noumea, but not TRed to the beach).

I don't remember the details of the position and why I chose to fight in the hex I did. I think I chose to intercept the patrol before it could counter-air my LBA – that way I'd at least have Search AAS for the battle. I don't think there was any chance of LBA superiority in the beach hex, as the patrol would have neutralized my LBA before the invasion ever sailed. With two TFs patrolling and another TF invading, the bulk of the IJN was going to be inverted no matter what.

There was virtually no chance that I would stop the invasion, but I hoped to inflict some damage on the IJN (hoping that I would find one of the multiple targets while Japan didn't find my lone target). The dice were against me, however, and I got the worst of it. The loss to the sub was doubly annoying.

Mike. It sounds like you had a good plan, as usual.

In Malaya, I attrition an isolated Singapore: 50% chance of killing a unit. I eliminate the 2x2 Indian.

Mike. This is my preferred approach to taking Singapore. But this would have been an ideal situation for the Allies to stick a 25 factor British Task force in Columbo, and provide a major distraction by forcing supply through. Japan has to commit a lot of air to stop it, and that's air not available to defend the perimeter. Or worse yet for Japan, they must attack it, probably supported by a lot of carrier air. As it is, Stephen can just attrition away two units and walk in. This negates any advantage from this move, at no cost to Japan, which as Stephen points out, probably postponed US entry in Europe until 1942.

Tim. The trouble was the Allies were hurting enough in Europe, that they couldn't spare a TF for the Pacific. And maybe our inter-theater communications weren't as good as they should have been.

Japan places beach defenses in the Solomon's.

1942 Summer Allied. The Western Allies continue their offensive in North Africa, advancing toward Tunis and Algiers.

The U.S. successfully reinforces Noumea with significant force (via sea transport). Japan ends the turn with 9 island groups, earning 2 victory points (+3 total).

1942 Fall Axis. Moscow falls.

The Allies cut supply to Port Moresby and NN30. In Burma, the Allies have Ledo secure with 2x2s. As Japan advances into the jungle mountain border hexes, I notice a 1x2 defending R14. Japan attacks that hex at 2:1 but unfortunately rolls a 3, requiring the exchange loss of one of its pair of 3x2 units. Japan is thus unable to advance into this hex.

Mike. The triumphant Japanese finally meet their first rebuff!

Japan successfully eliminates the 3x2 in Singapore via attrition.

1942 Fall Allies. The Western Allies advance on Tunisia. The Axis control Vologda and Moscow. Leningrad is isolated. The British are still in Egypt and are simply defending there. The line in southern Russia is static, strongly held by both sides.

The Allies invade and retake both Aleutian islands from Pearl. The Allies take NN30 with an overland attack.

The Japanese did not build an ASW in '42 (due to a research point shift) and the U.S. takes full advantage sinking 3 transports.

Mike. Perhaps it was to help get that NDRM!

Tim. The US, however, did not produce any submarines in 1942, and were "forced" to reallocate the RP from torpedo research to get NDRM 3. So we had research issues of our own.

Japan ends turn with 8.5 island groups earning 1 victory point (+4 total).

Stephen. I'm very satisfied with the situation at present. I have a new CV and the repaired CV (damaged in the Pearl Harbor attack) launching this turn so, having sunk two of his CVs, I start next turn with a carrier air advantage of 28 to 20. I've lost very few elite air. Tim has defended Australia and now Noumea and the New Hebrides strongly so I can't push out further there. He's trying to strike back a bit, but I'm ready to bite given the opportunity.

1942 Winter Axis. A strong Axis force enters Tunisia to oppose the Allied advance. In Russia the Axis take Leningrad and Gorki.

This is a quiet turn, which is to my liking, as Japan starts with 12 unbuilt AAF. Japan pushes supply into Port Moresby. Japan builds beach defenses in Port Moresby and Lae, rebuilds 6 AAF, and gets its ASW active with 2 going into the box.

Mike. I'm not quite sure why Stephen could force supply through to Port Moresby with 12 AAF unbuilt. Was there any naval combat? I would assume that the U.S. would have sufficient air cover to intercept with most of the U.S. Navy, if desired. Forcing the Japanese fleet to sail, even if you withdraw after a round, would seem to be worthwhile. Did the U.S. somehow NOT have air superiority?

Tim. Again, I don't remember the details here. I think I did intercept and force Japan to commit its navy (and then use oil to uninvert it), but at this point the US navy was still behind in carrier factors (and way behind in surface factors). With air being roughly equal (potentially 45 squadrons in Cairns and the tip of Queensland vs. potentially 54 squadrons from Port Moresby, Lae, and Rabaul – though Japan would have needed a bunch of land-based NAS to fill up those bases), it wasn't a naval battle the US could actually win.

The U.S. invades Midway from Pearl. The sub war this turn is inconsequential. Japan ends the turn with 8 island groups earning 1 victory point (+5 total).

Stephen. Japan is very strong right now. As my forward AAF begins to get back to proper strength, my defense is scary-solid. The Allied attack invasion strength is a maximum of 28. My defense is ahead of him: Moresby is worth 30, San Cristobal, Guadalcanal and Santa Cruz are worth 12. He has no chance of more than a 1:1 on Lae, Rabaul or Hollandia, and I have 2 loaded CV TFs and 5 TFs in total forward waiting for him. All he can realistically attempt is to peck around the edges – and time is ticking. Even the edges can be dangerous as I have a trap waiting for him in the Gilberts as well.

Mike. I would expect an invasion of the southern Solomons under Allied air cover. I would be inclined to run a patrol under air cover and send missions to both the Solomons and Gilberts, hoping to get ship attrition going with the Japanese.

1943 Spring Axis. The Germans add 4 submarines to their forcepool. For some reason the Allies do not add ASW this year.

The Allies cut supply to Port Moresby. (Iso-1). To protect and conserve AAF so that I can rebuild all of them, I shift a base from Guadalcanal to Bougainville. Should he patrol to sweep this air, he will only be under air from Espirito Santo, thus under my slight air superiority. Japan rebuilds all but 2 AAF, and builds beach defenses at Hollandia and GG26. Research rolls and ASW builds have secured the SW box. Japan expects to be fully built by summer and will focus on growth this year. Defense is solid everywhere. China remains locked down: no partisan builds, and not one unit lost to non-attrition attacks to date.

1943 Spring Allied. Four US TFs under his land-based air from bases in both KK32 and LL32, attempt the invasion of Santa Cruz. My NDRM is 4, while the Allies have increased theirs to 3. I allow the invasion attempt: 26:12, 2:1. Tim blows out with a 1! He takes 12 factors off, elects not to roll at 1:1, and flees.

Mike. What 12 factors did Tim choose to lose? Why not take the 1:1 +1? Tim is already behind, with no foothold in the Gilberts or Solomons. Isn't it time to take a risk? On the second round at least half his losses would be the invading infantry, except for an occupying marine, right? With lots of ships beginning to launch? Of course, Tim may be feeling snakebit after losing the two carriers, followed by the poor roll here. Is anything happening in Burma?

Tim. I don't remember the details. I expect I deemed an exchange on the 1:1 unacceptable, meaning that there was only a 1/3 shot at a good result (a '1' is outright failure, a '2' is an Ex, and a '5' or a '6' would have to be converted to an Ex to take the island).

Japan ends the turn with 8 island groups earning 1 victory point (+6 total).

Stephen. This is great! The U.S. was already at least a turn behind. Then this set back costs him an entire additional turn. The Allies in Europe are also well behind and the Russian problems are sapping their BRPs. This may be why Tim is pressing – and maybe why he chose not to attack Santa Cruz a second time. The 12 factors of losses were expensive units. He lost CAs so his naval ship losses in the Pacific are adding up. My partner, Don, has eliminated 30 factors of British naval units so naval units are scarce. Because they are focusing on CVE launches to help with the sub war, DDs are not launching. The Allies in the Pacific end Spring 1943 with only 18 DDs and a carrier air capacity of 25 to my 32. When I have an island worth 12, he'll just be able to muster 30 against it for the first time next turn. We end Spring 1943 and he has no hexes in the Solomons or Gilberts.

Mike. I think the Gilberts might have been more important than the Solomons at this point, as he could start to stretch the Japanese defense more by supplying them, building a port next turn, and then moving on to the Marshalls, where he could also build a port. I agree that he is falling (further) behind the historical curve.

1943 Summer Axis. Germany continues to press in Russia, successfully pocketing units and consuming the Russian BRPs.

The Allies cut supply to Port Moresby (Iso-2). I notice that there are no Allied TFs in any of the South Africa, Indian, or

Australia boxes. The sub war in Europe is still critical with Don sinking 6 or 7 every turn. Seeing the opportunity, I join the party, base-changing a 3 ship raiding group out of Truk to Singapore, where I raid the India box unopposed. Japan sinks 5 Indian Ocean transports.

Mike. I feel empathy for the Allies. Nothing is going very well. I experienced similar losses in my game (Game 5). Our end result was similar as well.

Tim. Another stupid oversight. It would have been easy enough to remedy had we been spending a little more time on our moves.

1943 Summer Allied. The Allies finally begin to crank out destroyers, after a very difficult Battle of the Atlantic.

Tim reinforces.

Stephen. Tim's invasion power for the Fall turn will be over 30. He approaches carrier air parity rising to 31.

Japan ends the turn with 8 island groups earning 1 victory point (+6 total).

Stephen. I'm thrilled. I'm built, ready, and solidly defended. He can begin advancing next turn, but isn't even in the Solomons or the Gilberts at the end of Summer 1943. He is three turns behind schedule in my book – but one can never relax when playing the Japanese, as the Allies can strike aggressively in an effort to make up time – at any time.

Mike. This seems to be a lost Allied turn. Stephen is down three ships (I assume two BC3s and a CV). Why still no incursion into the Gilbert's?

Tim. The details are long since faded, but the Gilberts never seemed like a good bet. Between patrolling submarines and a land-based NAS or so, any incursion into the Gilberts would have to risk fighting the entire IJN. I understand the value of inverting the Japanese navy to stretch his

oil supply, but fighting a "losing" battle (because I still didn't have carrier superiority, was behind – as usual – in surface ships, didn't have a decent submarine force, and still had to face the pesky NDRM disadvantage) in the Gilberts never seemed worth it.

Mike. I think Tim's comments point out a difference in philosophy regarding how to play the Allies. On the one hand, you can wait until you have carrier superiority, and thus guaranteed success. On the other hand, you can take risks, attempting to draw the Japanese into a combat that favors them (on purpose, otherwise, why would they fight?), to achieve oil use and ship attrition. Taking the island is secondary. You want to wear them down while your navy is building, so that you can overwhelm them in 1944. It can be easier said than done.

1943 Fall Axis. Axis attacks continue in Russia.

I continue to be aggressive. Port Moresby is Iso-2 – worth 18. If I don't supply it this turn it will drop to Iso-3 and, with a strength of 12, will almost certainly be invaded. Port Moresby is under 15 Allied air. I build a base in Lae and bring 12 AAF in range. The IJN runs supply He contests it with air in II27, and again in II28 – but no naval interception. Supply gets through with no naval losses.

Mike. How much did you send on the supply run? I don't understand Tim's failure to send his navy to intercept this. The Allies WANT to fight the Japanese in both the Japanese turn, and the Allied turn, every turn. If Tim is conserving oil, and doesn't have enough transports in the Pacific, the Pacific game is simply lost. Given the Allied transport problems, perhaps this is the case. If so, it is a good illustration of how one theater influences another. The Allied objective is ship attrition and using up Japanese oil. To do

this you need to be sending enough oil to support using most of your fleets in both player turns, and typically need a LOT of transports (ideally 13 in 1942, 16 by 1943, and 19 by 1944-45). This requires a major commitment by the Allies, but I don't see how they can win in the Pacific without doing this. I am curious about how much shipbuilding the Allies have, and if they increased shipbuilding rapidly enough to overcome their transport issues.

Tim. The Allies are losing, plain and simple. Under the stress of the game, we obviously didn't come up with any brilliant plan to turn that around, and now, with the details long lost, that is unlikely to change.

We did increase shipbuilding in Glasgow in 1940 and in Canada in 1941 and 1942. The US mobilized a shipbuilding point with every mobilization before the DOW, and mobilized two shipbuilding points with every mobilization from the DOW through the end of 1942, with the exception of the Winter 1941 Atlantic mobilization, because one point raised the rate to 7 (already an odd number, to maximize "light" shipbuilding points). By Winter 1942, we had reached 13 points in both theaters.

Mike. We did the same in my game, which is above average, but not unusual if the Axis have Spain. Or, as they did in this case, unanswered subs in the Atlantic SW box.

Japan is fully built and oiled. Japan places beach defenses in the Bismarcks.

Stephen. This was huge. Supply into Port Moresby increases its defensive value to 30. This effectively removes it from the game. (Because he won't invade it until it goes Iso-2, which will now be Spring 1944 – and that is too late for Moresby to matter.) Japan is waiting now: my defense is absolutely solid from the Russian border down and all the way around to

Guadalcanal. The western Pacific islands are all he has a chance at, and even then it is likely not enough.

Allied Fall 1943. The Americans invade Normandy. The Allies are in possession of all of North Africa. The Axis hold Malta and Ethiopia. Italy will survive until 1944 or later. The Allies plan to focus on France and taking out Germany before turning back to Italy, although they will follow through and take Ethiopia. In Europe Russia hangs by a thread at resistance level 1. It will probably deficit spend in Winter 1943 to avoid surrender. Russia has 60 factors of unbuilt units, half of it air and armor.

The U.S. attempts two invasions: W38 – Wotje (in the Marshalls) with one TF and Santa Cruz with his main navy. He lands on Santa Cruz cleanly at 2.5:1. I intercept his W38 invasion with one TF. Since he was carrying 3 land factors and had a CV, I knew he would screen those 9 naval factors. So the TF I hit him with had overpowering non-CV ships. In one round of combat my forces overwhelmed his TF sinking half his fighting ships. The invasion is turned back!

Mike. It is desirable for Tim to make two invasions per turn from this point forward. But the lack of a port in the Gilberts, which would give him a counter-interception threat in support of either the Marshalls or the Solomons invasions, makes Stephen's move predictable. Tim is making slow progress forward, but is not tempting Stephen to come out and really fight. In this position I don't think he can.

The game ends at this point and is adjudicated.

Post-Mortem:

Europe. Don and Brian adjudicate Europe as a two or three turn Axis victory, depending on when the Allies get the A-bomb.

Brian. In Europe, the main problem for me was mucking around with Finnish nonsense

and not guaranteeing Bessarabia. Rolling a 6 did not help. That caused major problems. Another possible mistake was also sending most of the American air to North Africa to sweep out the Axis from there. Although successful by Summer of 1943, the reduced air force in the Pacific may have resulted in a lack of balance for the Allies and opportunities for Japan that otherwise would not have been there. That's about it from me.

I would like to add that our opponents played pretty much flawlessly. They did not make any mistakes of note. We didn't make that many mistakes, either. But when you are up against players who are executing perfectly, the mistakes that you make, however few, get magnified. That's just the way war goes...

Don: Actually I wasn't aggressive enough as Germany in 1943. I could have surrounded a lot more units in Summer and Fall 1943. My excuse is I've never played Germany that late in the game before!

Mike: Since the rules changed to limit German growth in the 1944 YSS based on conquests, Germany often has BRPs wasted at the end of 1943 now. This was not true until the last couple of years. I can understand Don's not realizing that attacking is the most efficient way to play now in 1943, in many cases, for Germany.

I kind of messed up diplomacy, by not pushing when I had way more DPs. In the end not much happened in diplomacy. My understanding, from what Tim said, is that both Russia and the US were really short on BRPs, so that would affect both ETO and PTO. In BOA I think we were still going to be killing something like 4 transports a turn all the way through 1944. This is possible because I was fully built, wasn't going to be taking huge losses in Russia (I had a lot of area to retreat), and because they didn't produce enough ASW. This was after a pretty healthy sub war (especially in late 41-43). Additionally sinking 30+ fleet factors in

Europe (compared to minimal Axis losses and consistent Axis builds) is already about two turns of heavy production (of course I guess the carriers matter more). So that might explain 2 turns in the PTO. For oil, a very important factor is the US PTO sub war (especially when Japan is ahead). I don't know how that was going. Of course it's very hard to project 8-10 turns into the future. So there's some chance of errors in the accuracy of the adjudication in both the ETO and the PTO.

Pacific. *Stephen.* Tim and I adjudicated the game: I thought Japan would achieve a 2 turn victory, Tim felt it would be more like a 3 turn victory. In retrospect, reflecting on this a month later, I also feel a 3 turn victory is correct. The Allied position is way behind schedule. Winter should see the successful invasion of San Cristobal. Spring 1944 would see the invasion of Guadalcanal (or Port Moresby, but not both). If he extended further, he'd be under my air and I'd test him. So he's way behind schedule. Port Moresby doesn't help him because he can't reach Hollandia from there. Perhaps he'd also build a port in San Cristobal in Spring, but this is also not too threatening that late. I can easily reduce any other invasion option in New Guinea/Bismarcks/Solomons to a desperate 1:1 combined with a naval interception under my air and with superior force.

If he attempts a desperate swing in winter into the Gilberts, he's under my air, down 1 NDRM, and only has carrier air parity. I'd take that battle. If he succeeds in getting through and taking an island in the Gilberts, he's still way late – and, even if I lost a couple of CVs, I could reconstitute at least two full naval CV TFs. On the other hand, should I win the battle, which odds are I would, I will keep carrier air parity well into 1944 – and the sun would rise for Japan in 1947!

Significant naval losses in the Atlantic will limit his endgame on this board. That will be compounded by his Pacific naval losses. Every naval engagement so far has gone my way, costing him 2 CVs and 30+ naval factors. We've had one major carrier battle (my invasion of New Caledonia), two smaller ones (intercepting his supply into the New Hebrides, his invasion attempt of W38) and he lost naval units in his unfortunate initial invasion of Santa Cruz. In addition, the U.S. also suffered three BBs destroyed at Pearl.

I was short an ASW (due to a shifted BRP in '42) but my recovery rolls to protect the SW research and ASW are strong. Given his map position I should be able to protect the oil transport lanes from both his subs and his navy throughout 1944.

This was a very well played game. It was a lot of fun teaming with Don, and going against Brian and Tim. Tim was an absolute joy to play against and a very worthy adversary. I had a great time guys. Thanks!

Mike. I'd like to hear more about what happened in Burma. It also seemed completely locked down. A three turn victory is very hard to pull off as the Japanese without a complete Allied collapse. The U.S. gets too strong too quickly in 1944 and 1945, cuts off the oil, Russia takes out the Manchurian objectives (severely depleting stockpile oil), and multiple atomic bombs become available. And the Japanese fleet, strong at present, becomes quickly overwhelmed. I think Stephen has a two turn victory, but question whether he could stretch it to three turns. But if Tim thinks he could, I won't disagree. I agree with the overall result of a 5 point Axis victory, though which theater would result in a three point victory is a little in doubt.

Brian. In terms of the Pacific, I am not so sure about a 3 turn victory there. I think it would have been a 4 point defeat for us, but

it doesn't really make that much difference to me either way.

Game 8

Cruz-Carl-Kays-Smolens

European Axis:	Ken Cruz
Japan:	Rob Carl
Allies Europe:	Graham Kays
Allies Pacific:	Jerry Smolens
European Result:	Winter 1946 (+6)
Pacific Result:	Spring 1946 (+2)
Overall Result:	Axis (+8)

Game narrative provided by Ken Cruz and Rob Carl.

Axis Plan. Germany plans on a large Barbarossa. Germany plans to produce a large army with 5o6's and 3x3's. Japan will also emphasize production.

Allied Plan. Graham's goal is to improve on his performance in previous conventions, where things have fallen apart early. He wants to prevent both a British and a Russian surrender.

1939: Standard stuff, Poland went down with minimal losses. Germany picked up Yugoslavia as an ally and did the SitzKreig in the West.

1940: Germany smashes through the Low Countries and also takes Marseilles, in an end around attack with a medium penetration into the French Riviera. Germany conquers France in Summer 1940 and is set up to take out Spain by the end of Winter 40, which they do with minimal losses. The French surrender level is +3. Vichy is not established. All Vichy colonies become minor neutrals. Malta is also captured, and the Italians push into Egypt.

Mike: This is a rough start for the Allies. Loss of Spain by Winter 1940 is a bad situation.

Graham: A tactical error on my part gave Ken a foothold in the south, which he used

to attack Spain. But at this point, I was just pleased that France survived until Summer.

The Japanese keep tensions as low as possible and go for a big production plan, as well as mobilizing NAS and ground troops only. Large attritions were able to start pushing into China.

1941: Germany gains diplomatic control over Greece, and launches Barbarossa in Summer 1941. Germany makes good progress by taking Leningrad and threatening Moscow. The real turning point in the game occurs during these four turns of 1941.

Graham: I'd been away for the game for a while and had never played with the new Russian surprise rules. To say my Russia defense was sub-optimal is an understatement. I didn't produce any forts. Leningrad was taken in Winter when the swamp was frozen. Ken is a very experienced opponent, so it was a classic mismatch. I did the best I could, but as results indicate, it wasn't good enough.

The Allies miss their ASW roll for 1941 and so only have the -2 result from 1940. Germany picks up their first torpedo result but also has the Spanish port modifier, as well as an air range result, to offset the Allied air range. The Allies do not announce a naval DRM.

The Germans enjoy three turns of +3 modifiers to start 1941. With average rolls for both sides, the Allies cannot replace the lost transports fast enough, and the dead transports start to accumulate.

Graham: Raiders were hurting the transports too. On one turn the Bismarck made it through and Ken rolled a 12, killing 4 transports.

1942: The Atlantic box is reduced to the minimum needed to keep Britain from surrendering for two turns (thus minimizing the US happy time). This results in a

crippled Britain and no BRP's being sent to Russia. This is really the only choice the Allies have at this point.

As a result Russia is severely mauled with Moscow, Rostov and Stalingrad all being taken. Russia teeters upon surrendering for three turns with her resistance at 1.

Graham: I didn't have the strength to stop the German advances. It was the best I could do to hold the oil centers (Maikop was taken, but not Grozny) and avoid major encirclements to keep the Russian army intact.

The German's just miss getting the knock out blow against Russia with a 2:1 attack against Moscow blowing out in Fall 1942.

Japan attacks in Spring of 1942. A one carrier TF goes to Pearl and finds a carrier which is sunk permanently. The other carriers assisted in taking out all the Dutch East Indies in the first turn. By the second turn, all the important objectives are secured. With a large land army, the Japanese push into the Burma mountains and keep pressure on China. The Aleutians are attempted in Fall 1942 and turned back by a Magic intercept. In Winter 1942 attacks against Midway and the Aleutians are both turned back by Magic. Since the islands are filled up and the US is gaining strength, the Japanese turn to China to take Chungking.

Jerry: Thank goodness for Magic. I also think the Winter 1942 invasion attempt was illegal, looking back on it. I believe the Aleutians are affected by Winter weather. (Mike: Correct.) I am also usually incapable of drawing the appropriate Magic cards but in this game that was not so.

1943: Moscow does fall in Summer 1943, but by this time Russia is starting to turn the corner, and the Atlantic transport situation is restored, but it is too late.

Graham: I think Ken was being generous by backing off a bit. A more aggressive

approach might have knocked Russia out of the war. Regardless, it was clear at this point that the Axis had a decisive victory in Europe. However, it was nice that the Allied war machine finally got moving in 1943, making advances in North Africa and pushing the Germans back in Russian.

With Russia licking her wounds well into 1943, and Britain recovering from the near knockout blow in the Atlantic, little progress is made against Germany, whose base grows enormously.

Japan successfully places some spy rings into Allied atomics.

Jerry: The WA also had spy rings in Japanese atomics, which turned out to be very helpful in 1943 and 1944 research rolls.

After several offensives, Chungking is taken, the land route to Burma was linked, and the Japanese settled down to defend the perimeter. Chungking cancelled out the Allies resistance point modifier for eight island groups, so neither side achieved any resistance points.

Jerry: I probably spent too long playing air war with the Japanese in the Gilbert's. I should have done my outflank attempt sooner.

1944: The Germans start 1944 with over 500 BRP's. German rockets and jets are added to her force pool, along with all the 5o6 armor units, by 1945. The Western Allies conquer Italy in Winter 1944.

Graham: The Axis built up their navy the entire game, but in the end it didn't make a difference. The Western Allies cleared out North Africa in Summer 44, taking forts in Tunis and Tripoli.

Mike: The fort in Tripoli was illegal. Italy can't build forts now, and German can't build them in Italian controlled territory. The fort in Tunis may have been illegal, if it was Italian controlled. I doubt it would

have affected the game much, but this is a change since last year.

Graham: Then the WA brought the house against the Italians for an invasion of Sicily on the Fall turn. Six full task forces are used and the big Italian navy intercepts. The Italians are swept away easily in an epic naval conflict. Odds are calculated for the invasion attack and I have just enough factors get a 2-1 attack. I roll a 1,2 combination, resulting in heavy naval losses, but the invasion succeeds and Italy surrenders the next turn.

The US is slow getting started, due to large amounts of land based air in the Rabaul area. Out flanking Rabaul, they get into the Gilberts and build a port. Moving up to the Marshals they built another port.

1945: Rocket attacks against Britain are inflicting fire storms each turn, and the Allied bombers cannot get through versus four German jets, a radar result and a German air DRM increase. On the ground, it is difficult for the Allies to make any progress with the entire Wehrmacht and Luftwaffe on the board every turn and able to defend everything in strength.

The Western Allies invade France in Spring 1945. The game proceeds until the Winter 1945 turn (this was Saturday night) with an adjudication of a +6 victory for the Euro Axis.

Graham: At the start of Winter 45, the Russians were in Eastern Poland, had conquered Rumania, and were pushing into Hungary. It was determined that Yugoslavia would have switched sides on something like a -10 mod for the roll. The Western Allies were just west of Paris and had pushed into northern Italy north of the Po river, so I was closing in on Germany. I think we had eight nukes available for 1946.

By 1945, Japan has approximately 30 Japanese army air on the board. With a large

carrier patrol, the Japanese fleets were bombed at Guam for invasion in Summer 1945. From there the Japanese fall back to the Home Islands on the sea. They still hold all the mainland China and Southeast Asian conquests. The invasion of Okinawa in Fall 1945 brings out the IJN for sacrifice. Japan contemplates declaring war on Russia, but decides against it after the Allies increase their garrison. The Allies have one Uranium plant and two Plutonium plants. They will rain atomic bombs in 1946.

The game was adjudicated with the US ready to invade Japan from Okinawa as a +2 Axis victory.

Jerry: The US flag was flown over Okinawa!

Post-mortem. *Ken.* It was a very fun game, but the outcome was decided in 1941 and both players knew it. The Allies did not get an ASW result in 1941, and together with Axis control of Spain, the +2 ASW modifier really killed them.

Graham. Ken is being modest. The BOTA was only one factor that decided the game. He played a strategically and tactically superior game, which added up over time, especially in Russia. He managed diplomacy very well; I think every country but Turkey and Bulgaria eventually became Axis controlled, most via diplomacy. And he had a solid research and production plan. Although I got blown out again, the third time in three cons (note to Mike: put me in the losers bracket!), neither Britain nor Russia surrendered. Mission accomplished!

Rob. I found somebody that rolls worse dice than me. At least for search. You need 1's for search and I can roll them in my sleep! It wasn't like that in combat though. One turn of combat, I rolled 1's for EVERY attack and attrition. Jerry to follow up, rolled straight 6's for EVERY attack and attrition. (Air combats excluded for both.) It was uncanny!

Jerry: The game in the Pacific ended in the Fall 1945 turn due to it being Saturday night. This was the furthest in any game at the convention that I had ever gotten. We would have gotten further than Bruce's game, if he had not chosen to finish the Fall 1945 turn at 4:30 AM Sunday.

Mike. Rob likes to complain about his bad dice, and back it up with results to prove it! Except against me!

Jerry: In my game next year I may have Rob roll my search dice rolls.