

Start date: September 2003

Fall 1939

Tensions:

	RGT	USAT	USJT
Fa39	0	1	3
DPs	-1+1	-1+1	
Random			+1

Highlights of the turn

2 PB3 raid unhindered by the RN, thanks partly to a strategic card. They roll a 12 and sink 3 transports. Due to an error the initial sub starts in Kiel, so no sub warfare this turn.

The harbour attack damages 2CA.

Germany loses 2 3x3 in Poland, builds an assortment of units including several 3x3. As it happens these extra 3x3's seem fairly useless at this stage, Germany seems to start with enough infantry to forego building them until more tanks are in play.

Japan mobilizes 4AF and 8eNAS, doesn't defer so will be left in 1940 with unbuilt units. This is another blunder but which will be minor in light of the larger ones to come in China.

Russia takes Eastern Poland and the Baltics. The US initiates construction of a CV4

Submarine Warfare

Modifiers: Irrelevant since the sub doesn't start in the SW box

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
Fa39	–	1	0	–	–	–	3	Atlantic	IO	Pac	Total
								17-3+2	7	5	29

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	France	China
Fa39	110	40	40	50	100	70		10
	43	39	25	25	94	30		8

AWAW GLOBAL WAR SCENARIO

Axis/Japan: Pablo García (Santiago – Chile)
 Allies: Luis Miguel García (Buenos Aires – Argentina)

Winter 1939

Tensions:

	RGT	USAT	USJT
Wi39	2	2	3
DPs	-1+1	-1	
Random			

Highlights of the turn

Phony War

Germany builds a mix of units, again including two 3x3. Advances the two BB4. The lack of armor will be felt in the coming attack on France.

Only one sub is deployed to the SW box. By reading 28.8 and 33.76A later I realized that SW units can be built, redeployed and uninverted in a single turn.

Japan spends 6BRPs for a limited. This is the first step towards a really bad Japanese strategy in China

UK deploys 3x4+2o5 to the south of France, and 3x4 + 13AF to the north/eastern front. A CVL is sent to the SW box

Submarine Warfare

Modifiers: +1 (Kiel) +1 (ultra) =+2

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
								Atlantic	IO	Pac	Total
Wi39	1	2	0	+2	0/1	0	-	16-2+3	7	5	29

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	France	China
Wi39	43	39	25	25	97	30		8
	1	39	0	0	88	7		5

1940 YSS Economies

	Ger	Ita	Japan	UK	US	Rus
Total	180	77	100	171	144	125
UCL	50	22	26	40	48	30

Spring 1940*Tensions:*

	RGT	USAT	USJT
Sp40	3	7	5
DPs	-1	-1	
Random		+1	+1

Highlights of the turn

War in the west

Germany dows Benelux and Netherlands, loses an air in the CA over The Hague and rolls the dreaded 1,1 combo with a straight 2:1 there. Tough Dutch. The Belgian unit in N25 is overrun, and breakthroughs are created in Sedan and Brussels. In the ensuing exploitation combat 3 4o6 exchange with French infantry. A line of tanks remains between Metz and M24. To preserve two hexes adjacent to O23 another 4o6 is lost to allied attrition, as well as 2AAF attempting to cut a sea transport mission that bumped the attrition level up. The southern punch is not pursued due to a lack of tanks (because of too many 3x3's built in 1939). In view of this the Italian Dow is delayed for the summer and Libya is heavily reinforced. The Libyan contingent now includes 1 2o5, 2 3x3, 3 2x3, 2 1x3. Germany produces 3 subs.

Japan spends 6BRPs again.

Italy launches the Littorio and V. Veneto

Submarine Warfare

Modifiers: +1 (Kiel) +1 (sub card) = +2

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
Sp39	2	3	0	+2	0/1	1/2	-	Atlantic	IO	Pac	Total
								16-1+3	7	5	30

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	France	China
Sp39	180	77	100	171	144	125		20
	95	62	75	138	117	117		14

Summer 1940*Tensions:*

	RGT	USAT	USJT
Su40	4	11	6
DPs	-1	-1	
Random		-2	-2

Highlights of the turn

War in the west

Italy dows the WA, takes an alpine hex. Germany dows Norway and invades with a 2o6+1x3.

The lack of an alpine thrust in spring plus German losses make the attack on Paris a knife-edge. 28GeAF + 5ItAF face 13BrAF and 5FrAF. This allows a potential straight 2:1 attack on double-stacked British infantry followed by a subsequent straight 2:1 exploitation (with airdrop) on double tank stacked Paris, as long as 19GeAF can turn back the 18 allied AF, either intercepting DAS or countering the interception of the airdrop. Churchill commits most RAF squadrons (10BrAF) to DAS over the beleaguered BEF (2 3x4) and the Germans intercept. After the dust settles, 14 GeAF have been shot down eliminating the 10BrAF. A 1:1 on Paris is judged as too risky and further attacks are postponed for the Fall.

Japan foolishly bombs China for no other effect but tensions and air losses.

Thanks to the survival of France, the Brits decide to risk sending a 3x4 into Oslo. The first relevant naval engagement of the war is fought when the Kriegsmarine intercepts in full, off Bergen, and is countered by two British task forces. In the end Raeder doesn't believe his luck, as losses slightly favor the Germans: *Scheer* is sunk and *Warspite* blows up after a critical hit, each side loses also 5ff in lights. The sea transport of course succeeds.

Submarine Warfare

Modifiers: +1 (Kiel) +1 (ultra sub) -1 (ultra asw) = +1

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
								Atlantic	IO	Pac	Total
Su39	4	6	0	+1	1/3	1/3	-	18-2+2	7	5	30

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	France	China
Su39	95	62	75	138	117	117		14
	35	7	52	92	107	117		12

Fall 1940

Tensions:

	RGT	USAT	USJT
Fa40	10	18	7
DPs			
Random			-2

Highlights of the turn

Germany easily conquers Paris, as the UK suspended all assistance. FSL is a massive +6, driven by the date, allied DP's and large number of French units still on the map. Due to the nil possibility of getting any Vichy colonies and the BRP crunch of Germany, Vichy is not established. Oslo falls to a EX on a risky but last-ditch 1.5:1 attack. German paratroopers airdrop on Birmingham, hoping to draw more British AF to the meat grinder. The British are wise enough and do not prevent this, banking on the increased tensions, both USAT and RGT. The loss of 2 oil counters is short lived thanks to the ineffectiveness of strategic warfare this early in the game.

First ETO US mobilization: 5o6+5NAS+SBP. US initiates BB5

Submarine Warfare

Modifiers: +1 (Kiel)

								Transports: initial-losses+builds			
	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atlantic	IO	Pac	Total
Fa40	5	7	0	+1	1/3	1/3	-	18-3+3	7	5	30

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	France	China
Fa40	35	7	52	92	107	117		12
	26	7	18	37	123	122		7

Winter 1940*Tensions:*

	RGT	USAT	USJT
Wi40	18	22	12
DPs			
Random		-2	

Highlights of the turn

Germany goes for the blitz, bombing London with 23AF and 11INT, faced by 5BrAF. 2GeAF/1GeINT go down and shoot 2BrAF down, 14 BRPs are eliminated. *Sharnhorst*, *Gneisenau* and *Graff Zeppelin* raid unhindered, and sink 1 transport. The airborne in Birmingham dies OOS. Euroaxis prepares to go for the Med in 1941. Deploys airborne, air transport, air factors and two tanks, to threaten both Malta and a sea transport into Tobruk. Italian infantry march on towards Tunis.

Japan burns 5BRPs on a 2.5 limited. The Japanese impressive (but transient) empire in China extends from Mongolia down to Changsha, then east next to the Mountain range and connects with the Fuchow BH.

The Brits retreat to Mersa Matruth and build 4 transports.

By the end of the year, the British have 9AF unbuilt, while the Germans have (21)3x3+(8)4o6+2o6+3AF unbuilt. No hope for a 1941 Barbarossa. Good thing the axis invested heavily in tensions. The downside shows in the winter, as the allies roll for Spain and get 10 BRPs for the UK economy.

Second ETO + First PTO US mobilization: 5o6+5NAS+2SBP+5AF

Second Japanese mobilization: 1SBP, (3)3x2+(6)1x2+3eNAS

Submarine Warfare

Modifiers: +3 (Kiel +French ports) +1 (sub card) -1 (asw card) = +3

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
Wi40	5	8	0	+2	1/2	1/5	1	Atlantic	IO	Pac	Total
								18-4+4	7	5	30

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	France	China
Wi40	26	7	18	37	123	122		7
	0	0	5	0	161	154		

1941 YSS Economies

	Ger	Ita	Japan	UK	US	Rus
Total	300	77	111	191	300	154
UCL	50	22	30	40	100	39

End of Winter 1940

Asian Front – The Japanese are proud of their advances in China, but they should know better.



Spring 1941*Tensions:*

	RGT	USAT	USJT
Sp41	22	27	15
DPs	-1	-1	
Random		-2	

Highlights of the turn

The Euroaxis and Japan add one Ultra/Magic each to their decks. The allies achieve their first ASW tech result.

Malta, isolated for two turns, is invaded and conquered without opposition. Raider activity starts to heat up. Two groups sail away (Bismarck+CA4, *Gneisenau*, *Scharnhorst*, *Graff Zeppelin*). After the guns are silent, BrCA4 are sunk, BrCA6+Renown damaged, while GeCA4 are sunk +1NAS shot down. An Italian-only 2:1 in Egypt succeeds in taking the western border of Qattara. The Luftwaffe redeploys to Benghazi, Malta, Messina, Bizerte. Another 2o6 joins the party by redeploys to Brindisi. With this, three tanks are in south Italy, while one is backing the line in Egypt. Germany adds and builds 3 subs.

Finally (better late than never), Japanese leaders realize the foolishness of their ways in China. The unit and BRP crunch coming due leads to a full stop of offensive activities in the mainland.

The Brits hunker down in a weak double line at El Alamein, a 2o5 backing it. Ethiopia is conquered, but those 6Inf factors are sorely needed elsewhere. 3NAS cover the Eastern Med beaches. Two TF are based in Cairo and Suez. They build 1 transport and an assortment of naval units (21 BRPs), including the launch of a BB4. The RAF casualties remain unbuilt. Russians build a fort in Leningrad. No risk at all of Barbarossa: OKH has at its disposal in the east front only (4)4o6

Submarine Warfare

Modifiers: +3 (Kiel +French ports) –1 (asw card) –1(asw tech)=+1

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
								Atlantic	IO	Pac	Total
Sp41	5	9	0	+2	1/2	1/6	–	18-1+1	7	5	30

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	China
Sp41	300	70	111	191	300	154	20
	244	39	93	146	285	133	16

Summer 1941*Tensions:*

	RGT	USAT	USJT
Su41	26	30	19
DPs	-1	-1	
Random			-1

Highlights of the turn

Covered by the Luftwaffe, two small tanks are sea transported to Tobruk, A complete breakthrough is not achieved though and a tank exchanges, but only a 1x3 remains between the tanks and Alexandria. A Wafdy pops up in Cairo. Raiders keep some pressure in the BotA, sinking one transport. Euroaxis builds conservatively and redeploys to the Pyrenees (7) 4o6 + (5) 3x3, along with the airborne and 9AF. As will be evident in the Fall, this is not enough to conquer Spain in one turn. But more on this later...

Japan occupies FIC.

Bolstered by a nice attrition roll in Egypt, that weakens still further the italo-german contingent by forcing losses to prevent hex advances, Churchill apparently decides that enough is enough of this Med stuff, and redeploys the *crème* of the British Army into the Algerian/Tunisian border: 5AF, (4)3x4, 2o5. Facing them are only Italian fellows: 4AF, (2)1x3 and a 3x3. A sizeable Free French contingent plus a 2o5 redeploys to SAF.

Third ETO US Mobilization: 3NAS, SBP, 6AF, (2)3x4

Submarine Warfare

Modifiers: +3 (Kiel +French ports) +1 (torpedoes) -1 (asw card) -2(asw tech)=+1

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
								Atlantic	IO	Pac	Total
Su41	7	12	0	+1	2/5	2/7	1	18-3+3	7	5	30

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	China
Su41	244	39	93	146	285	133	16
	203	20	66	96	292	135	13

Fall 1941*Tensions:*

	RGT	USAT	USJT
Fa41	29	37	24
DPs	-1-1 (cov)	-1	
Random			

Highlights of the turn

Germany dows Spain, but a clever defense (with a tank forward in the mountains) coupled with too weak Axis forces make a one turn safe conquest not possible. Unfazed, the Luftwaffe stages to Sardinia and bases in range of ports from Marseille to Tunis, and a large sea transport goes underway: (2)4o6 (from the Spanish border)+1m3+2o5 are transported to Tunis. A mayor multinational naval engagement takes place: Spanish fleets from Palma, Free French fleets from Oran and a British TF from Gibraltar (with carriers) all sail away to intercept the Regia Marina. Initial interception rolls are such that the Franco/Spanish contingent faces alone for one round the big Italian heavies. After several rounds of hectic air/naval fighting, the Italians are victorious: at the cost of 3AAS+CA4sunk and (2)BB3+CA2 damaged, they sink BB4 (*Richelieu*)+Free FrenchCA4 and damage Free French (BC3+CA4) + British BC3 + CA4 Spanish. The British decide to withdraw so as not to risk their now-weakly screened CVL's. The successful sea transport allows the Axis to engage in a 1941 version of Kasserine Pass offensive (against 2o5 not 5o6 tank corps!), managing to isolate all the British units in the Algerian border and exploiting adjacent to Algiers. In Egypt, a straight 2:1 attack (with Italians, hence a nail bitter) succeeds and German armor exploits to Cairo.

To make bad things worse, three raider groups wreak havoc in the Atlantic. BB4+BB3+CA2 is intercepted by *KGV* and CA2, combat is ineffective on the way in and on the way back GeBB3 and BrCA2 are damaged. The second and third raider groups (BB3+CVL, (2)PB2) are not detected in or out of the box, and each sink 2 transports. The UK takes the construction oil effect.

Japan shuffles units around to prepare for a winter attack. Mobilizes for the third time: 8eNAS, 2 3x2, 1 2x2, 4 1x2.

US contributes to the BotA with 3 transports

Fourth ETO and second PTO US Mobilizations: 5o6+5NAS+2SBP+5AF

Submarine Warfare

Modifiers: +3 (Kiel +French ports) +1 (torpedoes) +2 (sub card) -1 (asw card) -2(asw tech)=+3

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
								Atlantic	IO	Pac	Total
Fa41	9	13	0	+3	2/5	2/5	4	18-9+4	7	5	25

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	China
Fa41	203	20	66	96	292	135	13
	128	23	59	55	313	135	10

End of Fall 1941

Mediterranean Front – Cairo falls and Panzers exploit close to Algiers



Asian Front – Japan vacates its Chinese Empire



Winter 1941*Tensions:*

	RGT	USAT	USJT
Wi41	34	43	30
DPs	-1	-1	
Random			-2 (before PH)

Highlights of the turn

Global war breaks out!

In the PTO, Japan launches its war against the US, UK and their minions. Five carrier task forces are in the Pacific Fleet. At Pearl, a lucky draw of a strategic card (added from research) as well as good random tension allows Japan to catch two carrier task forces in port. After two strikes, 2CV3+BB3+CA2 are sunk in port, one of the sunk CV3 fails its critical hit and is destroyed. 2BB3 are damaged, while 2AF and 4NAS are shot down. Japan loses 3eNAS. Strangely, the US does not commit two CV3 TF that were at large and able to intercept. Japan conquers Batavia, Palembang, Brunei, Kuala Lumpur, Lingayen, Rabaul, Guadalcanal, Tarawa. Due to the poor handling of the war in China, only 11 BRPs are available for builds: launches Yamato and initiates CVL plus an assortment of air/ground forces.

In the ETO, Germany dows the US. Spain is conquered and German/Italian tanks look across Suez to Port Said, where the last British troops in Egypt await their fate. Two groups of raiders again manage to sneak to the box and sink 3 transports. The subs finish the job and the box is cleared.

The allies think about vacating the box, but that would lead to a –6 UK surrender. So they think again and build 10 transports, convert six DD's and shift two transports from the IO. The UK takes the construction and armor oil effects, still oil reserves in the UK are down to 3 oil counters.

Fifth ETO and third PTO US Mobilizations: 5o6+1NAS+4SBP+3AF

Submarine Warfare

Modifiers: +3 (Kiel +French ports) +1 (torpedoes) +1 (sub card) +4 (USAT) –2(asw tech)=+7

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds		
								Atlantic IO	Pac	Total
Wi41	8	14	0	+7	2/6	2/6	3	13-12+14	5	25

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	China
Wi41	128	23	0	55	313	135	10

1942 YSS Economies

	Ger	Ita	Japan	UK	US	Rus
Total	409*	82	180	167	575	220
UCL	73	22	36	40	192	61

* Includes a correction for misreading of the exchange rules in the attack onto Paris. Several tanks exchanged illegally.

Spring 1942*Tensions:*

	RGT	USAT	USJT
Sp42	34	WAR	WAR
DPs			
Random			

Highlights of the turn

In the PTO, the second leg of the Japanese offensive has at its cornerstone a large invasion of Port Moresby. A total of 22 carrier factors, the fast Japanese battleships and a number of cruisers, all in four task forces, escort the invasion by (3)1m3 and (3)1x2, from Truk and Rabaul. The South Pacific fleet, based in Townsville and with a 3CV3 TF plus a slow BB3 TF, valiantly sails away against all odds. The US BB TF is found and surprised in the first round, and three battleships sink to the bottom (where are those carriers asks Nagumo). The second round sees the US CV TF surprising the main Japanese CV TF (3CV3 + CVL, *Yamato* + (2)BC3), luckily for the Empire the large contingent of CAP and LBA, aided by AD research and the AD guns of *Yamato* shoot down all but one NAS, which then rolls snakes on its bombing run. In the third round the Japanese fail to find the American carriers, and after a slight exchange of blows the US TF's withdraw. Enough damage is done to the invading force to drop the attack from a 2:1 to a 1.5:1, which anyway succeeds at little loss. Meanwhile, further east Hong Kong, Balikpapan, Rangoon and Manila are captured with some loss. In Singapore though a 2:1 fails after a "a,d" combo against two units in the fortress. The d result can't be taken as a full exchange due to the mix of Japanese units. Japan lays down two CVL and a CV3.

The Singapore fiasco develops into a downright Japanese disaster in the allied turn, as supply is traced escorted by UK TF from Colombo, and a couple of subs operating out of there shoot at point-blank range at the convoy coming from the oil wells, sinking 8 transports. A tough lesson learned by the Japanese player, but more will come of course.

In the ETO, Turkey, Rumania and Finland fail to activate or associate (Russian DPs and covert in Rumania), while Hungary activates and Yugoslavia associates. Germany builds up the east front and conducts mopping up operations in Morocco and Palestine. The Luftwaffe bombs London with a vengeance and firestorms it. The raiders however fail in a big way. Three groups again try to play their game, but are caught by massive allied forces. A BB4+BB3+CVL group is caught by 6 ships on the way in and 7 on the way back. *Bismarck* is shot at by 19 fleet factors and blows up in no uncertain way. The other two also are fought back with heavy losses. Time's out for the raiders. Subs fail to impress and the oil keeps flowing. It looks like the UK will survive this game after all.

The Russians build a fort in Lvov.

Sixth ETO and fourth PTO US Mobilizations: 5o6+4NAS+4SBP+2AF

Submarine Warfare

Modifiers: +3 (Kiel +French ports) +1 (torpedoes) +1 (sub card) +2 (USAT) -2(asw tech)=+7

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds			
								Atlantic	IO	Pac	Total
Sp42	8	14	0	+7	2/6	2/6	3	13-12+14	5	5	25

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	China
Sp42	439	82	170	192	575	220	20
	331	46	100	120	515	189	13

End of Spring 1942

Eastern Front – Everyone’s ready for action (but the Rumanians!)



Summer 1942

Tensions:

	RGT	USAT	USJT
Su42	WAR	WAR	WAR

Highlights of the turn

Barbarossa at last

In the PTO, the oil crunch of the spring, the intact carriers of the South Pacific fleet in Townsville and potential LBA air superiority over Rabaul and Port Moresby in the allied turn (aided by Aussie control of Lae) makes the Combined Fleet geniuses wonder what to do next. They decide that there's nothing like a good offensive, so the bulk of the carrier force (with 21eNAS/NAS) goes out fearlessly on patrol off Townsville, out of range of the main USAF base north of Cairns. From there repeated air strikes fly out, initially to wipe-out the AF/NAS based there and finally to attack the carriers in port. In the end, the allies lose 14NAS/1AF, two of the three US CV3's are sunk in port (but survive critical hits), at the cost of 9 Japanese eNAS and 1NAS. History will judge this move. Elsewhere, Singapore falls, finally, to a 2:1 after an a,ex – 2 result. These mates in Singapore ended up quite unlike history. Air and naval units are shuffled around, and the Combined Fleet decides to move to Truk. The NAS crunch has a heavy bearing on Japanese planners: remaining in Rabaul exposes the precious last eNAS to counterair by USAF. NAS redeploy to Kuching, Phillipines and Okinawa to cover the convoy route. This is not enough though, and Japanese subs sailing out from Lae sink 6 and damage 2 transports. The US also benefits from the now inverted Combined Fleet and invades Palau with several infantry factors. The war is becoming a pain to Japan indeed, oil reserves are down to 7.

In the ETO, joint German/Italian forces push into Irak, but are still far from Baghdad or Mosul. In the East, the Russians are set up in a strong, forward and narrow defense of single and double stacked infantry backed by tanks, thanks to the inactive Rumanians. The Germans attack frontally in several places, but are content to kill infantry stacks and dare the Russian armor to stay put for the fall. It actually does, and attrits several hexes back forcing the loss of frontline axis units to prevent unit elimination by attrition advances. The cold-blooded WA invade Cherbourg, while UK oil reserves are down to 2 counters. The Russians pour into Irak and join the multinational "lets defend Iraq" force.

Seventh ETO and fifth PTO US Mobilizations: 2NAS+4SBP+6AF

The US spends 60 BRPs in naval builds

Submarine Warfare

Modifiers: +3 (Kiel +French ports) +1 (torpedoes) +1 (sub card) +4 (USAT) –2(asw tech)=+7

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Transports: initial-losses+builds		
Su42	8	14	0	+7	2/6	2/6	3	Atlantic IO	Pac	Total
								13-12+14	5	25

BRP levels:

	Ger	Ita	Japan	UK	US	Rus	China
Su42	332	49	141	121	515	189	13
	207	25	81	101	419	131	6

End of Summer 1942

Pacific front – Well that’s a nasty thorn in the middle of the Japanese maritime dominions.



Mediterranean front – Surely the Russians will ask for their share of that Iraqi oil in the post war

