



Wi39 2 2 0 0 0/1 0/1 - 18 2/1 15 7 -8

Tensions:

	RGT	USAT
Wi39	2	3

BRPs:	Ger	Ita	Jap	Bri	U.S.	Rus	Fra
	43	39	24	28	94	30	20
	0	39	11	0	88	0	14

### 1940 YSS

1940	Ger	Ita	Bri	U.S.	Rus	Fra
BRPs:	185	77	170	144	125	94
DPs:	5	2	4	1	5	2
RP:	11	3	9	2	8	4
UCL:	50	22	40	41	30	21

### Spring 1940

Germany attacked in the west, declaring war on Belgium/Luxembourg, the Netherlands and Denmark/Norway. Italy declared war on France. Germany invaded the beach SE of Oslo and airdropped west of Oslo to impede British reinforcement of Oslo. The Netherlands and Belgium fell, and exploiting Panzers captured Sedan and N24. The Italians lost all 5 AAF in air combat with the French to ensure 2:1 odds for the attack into the French Alps. A Panzer exploited into an empty Lyons.

The Italians attritioned in the Med. Germany built a Wafdist in Cairo.

Battle of the Atlantic:

Sp40: Ports(+1), Ultra(0), ASW (-1)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl.	trans.	IO	BRPs
Sp40	2	3	0	0	0/1	0/2	-	18	0/1	17	7 -6

Tensions:

	RGT	USAT
Sp40	5	13

BRPs:	Ger	Ita	Bri	U.S.	Rus	Fra
	185	77	170	144	125	94
	85	10	132	147	125	66

### Summer 1940

Axis sub campaign continued to do poorly. Lucky research added another +2 to the ASW modifier for the Western Allies (for a total of +3).

Germany took Oslo, Paris and Marseilles, and isolated all the French ground units, but a few French infantry remained in two Maginot hexes.

Germany built an Arab partisan in Mosul and rebuilt the Wafdist in SE Sinai, where it remained for the duration of the game. Italy built a railhead in Tobruk.

French surrender level was +3 (no DPs), and Germany declined to establish Vichy France. All the French colonies automatically became independent minor countries due to the pro-Axis French surrender level.

Supply to Malta was cut.

Russia gets the Finnish border hexes without a fight.

Battle of the Atlantic:

Su40: Torps(+1), ASW(-2), Ports(+1), Ultra(+1)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl.	trans.	IO	BRPs
Su40	4	5	0	+2	1/1	1/2	-	18	3/1	14	7 -9

Tensions:

	RGT	USAT
Su40	11	17

BRPs:	Ger	Ita	Bri	U.S.	Rus	Fra
	85	10	132	147	125	66
	49	0	103	138	130	sur

**Eric's comment:** I think the Allied players set up a weak French defense for Su40, which made it easy to isolate all the French ground units and obtain a very pro-Axis French surrender. I opted to take the 20 BRPs for Lyons and Marseilles instead of establishing a very beefy Vichy France and trying to diplomatically win Vichy in 1941.

On the flip side, I put 3 DPs in Intelligence projects to produce the two Middle Eastern partisans. While the partisans were fun and zany (and a pain in the arse, according to Bruce), the DPs would have been better spent countering the 2 Allied DPs in RGT that allowed for a Russian mobilization in Su40, one turn early. This would come back to haunt me later on - unfortunately more than the pesky Middle East partisans haunted Bruce and Vic.

**Bruce's comment:** Strangely enough, Summer 1940 was one of the turning points of the game. The "weak defense" to which Eric refers was weak not because there were misplaced Western Allied units, but rather because the British pulled out of France. This was consistent with preventing a Sea Lion, even at the cost of a strongly pro-Axis French surrender.

While the Axis investment in Middle Eastern partisans was annoying for the Allies, the Summer 1940 mobilization of Russia was almost fatal for the Axis. The Western Allied diplomatic emphasis on Russia was more important than the Axis diplomatic emphasis on the Middle East.

But the real Axis mistake was not establishing Vichy France, and following up with a serious drive into Egypt. The low level of British commitment to France pretty much ruled out Sea Lion, and the early Russian mobilization pretty much ruled out a decisive Barbarossa. What was left was a Middle Eastern campaign, augmented by a very strong Vichy France, coupled with either a sub and raider campaign (although the former was proving difficult because of the Western Allies ASW results) or a defensive Barbarossa.

The Axis could still have had a good chance of activating Vichy France in early 1941 and invading Russia, despite the early Russian mobilization. By not establishing Vichy France, the Axis voluntarily relinquished their strongest plan.

#### Fall 1940

Germany rolled for the Balkans, but Russia subverted Rumania. Rumania stays neutral, but because of the pro-Axis subversion modifier, Bulgaria, Hungary, and Yugoslavia all associated or activated. Greece granted hex control to Germany.

The *Scharnhorst* and *Gneisenau* changed base to La Rochelle and raided. A British CA and CVL engaged, and the CA was damaged. Another CA and the *Repulse* joined in for the second engagement, but both were damaged. Germany bombed London for 13 BRPs of damage.

In the Mediterranean, the Italians began attritioning in the 11-20 column and captured a hex. Malta was isolated a second turn.

A British carrier patrol launched an air raid on the German raiders in La Rochelle. The German BC3s and the *Lützow* were all damaged. That was the last time the Germans raided in the Atlantic.

The Western Allied get 5 BRPs from a Spanish activation attempt. The sub campaign doesn't pressure Britain as much, and British DD conversion, although continuing, is under less long-term projected stress. This ultimately allows Britain enough capacity to be able to project military power into France in 1943.

Battle of the Atlantic:

Fa40: Torps(+1), ASW(-3), Ports(+3), Ultra(-1)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl.	trans.	IO	BRPs
Fa40	5	6	0	0	0/1	1/4	-	16	0/1	15	9 -6

Tensions:

	RGT	USAT
Fa40	20	22

BRPs:	Ger	Ita	Bri	U.S.	Rus
	49	0	103	138	130
	50	0	36	148	127

**Eric:** *That's the second time my raiders have been "Swordfished" in port by a British air raid. Next time, five AAF will be based in La Rochelle to prevent this!*

**Bruce:** *One or two AAF will do!*

### Winter 1940

A quiescent turn. Germany was low on BRPs and wanted to grow. Italy was out of BRPs and wanted to sit. Germany redeployed east, seeing no easy time in the Atlantic.

Italy attritioned and captured another hex in Egypt. There were now three 2o5s in North Africa - enough to make the British respect the possibility of an Italian breakthrough in the western desert. German air set up to assist an attack on Malta, projected for Spring 1941.

Supply was cut to Malta a third time.

Battle of the Atlantic:

Wi40: Torps(+1), ASW(-3), Ports(+3), Ultra(-1)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl.	trans.	IO	BRPs
Wi40	5	7	0	0	1/1	1/4	-	16	1/1	14	7 -7

Tensions:

	RGT	USAT
Wi40	26	25

BRPs:	Ger	Ita	Bri	U.S.	Rus
	50	0	36	148	127
	42	0	0	154	123

### 1941 YSS

1941	Ger	Ita	Bri	U.S.	Rus
BRPs:	367	77	180	296	173
DPs:	12	3	4	4	5
RPs:	15	3	9	11	10
UCL:	57	22	40		46

### Spring 1941

Secretly, German jet research was proceeding. Western Allied research was also working on long range rockets and the A-bomb, but no jets. These jets would help Germany immensely in her late game defense, but they couldn't stop the rockets...

Diplomacy washed in Spain and Turkey, with each side achieving some minor gains. Germany revealed 1 DP in RGT (for fear of attacking Russia without surprise). This fear also kept Germany from rolling for Rumania, which turned out to be a mistake.

With almost all the Axis air in southern Italy, Malta fell easily to an Italian invasion. Nothing dramatic happened in Egypt.

Germany prepared for Barbarossa - most German units are built except some 3x3s. No bombing in Britain.

For the first time, something interesting happened in the Pacific. Japan revealed an Indian subversion result and built an Indian partisan in the mountains north of New Delhi.

Battle of the Atlantic:

Sp41: Torps(+1), Subs(0), ASW(-4), Ports(+3), Ultra(0)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl. trans.	IO	BRPs		
Sp41	5	8	0	+1	1/2	1/4	-	16	1/2	13	9	-8

Tensions:

	RGT	USAT				
Sp41		30				
BRPs:	Ger	Ita	Bri	U.S.	Rus	
	367	77	180	296	173	
	304	51	131	289	148	

**Eric:** I was afraid to attack Russia without surprise, because I figured that without surprise, the Germans might stall out and never make much progress into Russia. So, I decided to attack only from Poland and wait to roll for Finland and Rumania. As it turns out, I stalled out in Russia because I didn't stretch out the Russian line enough in the initial attack! In hindsight, attacking without surprise but with hex control or better in Rumania likely would have been better than attacking only from Poland.

**Vic:** Bruce convinced me to try a forward defense with an empty south due to the positioning of the German forces. This worked very well.

**Bruce:** The failure to activate Rumania, despite the loss of surprise in Russia, was the second major Axis error and proved to be decisive. After this the Axis were lost, barring an egregious blunder by the Allies.

It is much more important to attack along the entire eastern front than it is to achieve surprise. A fundamental truth in Russia is that the better the Summer 1941 attack, the more disorganized the Germans will be for their Fall 1941 attack. In this game, the Axis ought to have brought in Rumania, attacked without surprise along the entire front, and contented themselves with a modest Summer 1941 attack, followed by a strong Fall 1941 attack.

Japan's construction of Indian partisans was an ingenious strategy, but the Japanese wasted it. The British were happy to pay "protection money" of one BRP per turn (later two) due to the presence of Indian partisans next to the India box. The partisans would have been much more effective in the thick of the fighting, threatening Dacca and Calcutta, as well as the British supply lines to the Indo-Burmese frontier.

#### Summer 1941

Barbarossa started - meekly. The Germans exploited, capturing Kiev and surrounding a pocket of Russians in and near eastern Poland. Egypt held against the Italians. British bombers sneak in to bomb the Ruhr against no opposition for 20 BRPs. That changed quickly, and as it turned out, this bombing run ended up doing more bombing damage than all the subsequent Western Allied bombing raids combined! Russia blows up the Dnep IC.

Japan occupied northern French Indochina and built a second Indian partisan in the mountains north of New Delhi. Both Indian partisans remained there for the duration of the game.

China remained static, as is has since Fall 1939.

Britain sent 5 BRPs to Russia via Murmansk.

Battle of the Atlantic:

Su41: Torps(+1), Subs(0), ASW(-4), Ports(+3), Ultra(+1)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl. trans.	IO	BRPs		
Su41	8	10	0	+1	1/5	2/7	-	16	1/5	10	9	-11

Tensions:

	RGT	USAT
Su41 War		37

BRPs:	Ger	Ita	Bri	U.S.	Rus
	304	51	132	289	148
	187	26	62	289	86

### Fall 1941

Rumania activated, Finland associated, and the Ukrainians joined the Axis (an "8" result). The Axis advances against a stout Russian defense were less than historical. Germany captured all three cities in the Baltic States and pushed up to Dnep, isolating some Russian units north of Smolensk and a few in the south. The Finns captured A47, which prevented Murmansk convoys in Winter 1941 and Spring 42. Russia maintained a salient around Smolensk.

The Italian campaign in the Mediterranean was static. Germany had 8 oil counters at the end of its turn.

Britain sent 10 BRPs to Russia via Murmansk. The Persian route remained closed.

The Russian air from Siberia arrived to bolster the defenses in Europe.

Battle of the Atlantic:

Fa41: Torps(+1), Subs(0), ASW(-4), Ports(+3), Ultra(-1)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl. trans.	IO	BRPs		
Fa41	8	11	0	-1	1/4	2/6	-	16	1/4	11	9	-10

Tensions:

	RGT	USAT
Fa41 War		41

BRPs:	Ger	Ita	Bri	U.S.	Rus
	187	26	62	289	86
	136	9	9	224	49

### Winter 1941

A real "nor-easter" blew an 11 winter result for the Germans, and not much happened in Russia as a result. Germany looks to be growing a big base - a good thing, too.

Japan made its long awaited attack with only 27 DDs and no CV additions in an attempt to keep tensions low at 21. Japan sunk a CV at Pearl, blew up several BB3s, damaged 4 BB3s, but took out no oil installations and left the air in Pearl Harbor intact. The Japanese did not launch a second strike. Port Moresby remained in Western Allied hands and so did Lae, Borneo, and the Philippines.

Battle of the Atlantic:

Wi41: Torps(+1), Subs(0), ASW(-4), Ports(+3), Ultra(0)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl. trans.	IO	BRPs		
Wi41	8	12	0	0	1/5	2/7	0/0	16	1/5	10	5	-11

Tensions:

	RGT	USAT
Wi41 War		44

BRPs:	Ger	Ita	Bri	U.S.	Rus
	136	9	9	224	49
	90	3	0	202	0

**Eric:** Paul and I were very inexperienced in the Pacific and learned a great deal this game. While USJT were low, the US MAGIC bumped the Pearl Surprise Table one column to the right, and Paul only caught one carrier in Pearl. Even in attempts to catch carriers in Pearl, it's better to push USJT up closer to 29 and attack with more DDs or carriers under construction.

**Bruce:** I have never been a fan of the "low USJT approach" for Japan. It violates the code of Bushido and never seems to catch as many American carriers as the Japanese player hopes.

### 1942 YSS

1942	Ger	Ita	Jap	Bri	U.S.	Rus
BRPs:	452	77	215	145	532	208
DPs:	14	4		4	9	5
RPs:	18	3	10	8	23	10
UCL:	72	22	43	40	lots	67

### Spring 1942

Finland activated as German minor ally. Germany declared war on the US. The random tension roll was a 1 (-2 modifier), and Germany enjoyed the full happy time modifiers (while the Allied players were dismayed). Mud bathed the east. The combatants seethe. Germany built 2 flak in Essen and 3 flak in Cologne, which allowed more German air to be used in Russia and more or less insulated the Ruhr from W. Allied bombing through 1942.

No AAF appeared in New Guinea, so the US air got frisky and US subs cut supply to Rabaul. The Japanese landed a small force in Lae. The battle to reinforce New Guinea with AAF went to the Western Allies. Japan took Borneo and mopped up the Philippines.

The Western Allies invaded Kupang. Port Moresby was reinforced. Western Allied CV TFs moved to Noumea. US sub forces, although small, inflicted a 4/2 result on the Japanese after the Flying Tigers neutralized the Japanese NAS covering the oil route. The continuing need to build transports reduced the Japanese ability to launch carriers. India held against a larger than usual assault, and slowly reinforced that area. The large Western Allied ASW research modifier neutralized the Japanese sub campaign against the WA in the PTO.

The US opened the Persian route, and Britain sent 10 BRPs to South Africa.

### Battle of the Atlantic:

Sp42: Torps(+2), Subs(0), ASW(-4), Air range(0), Ports(+3), Ireland (0), Ultra(-1), Happy Time (+4)

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atl. trans.	IO	BRPs
Sp42	8	14	0	+4	2/6	3/7	0/0	16	4/6	6 9 -15

### Battle of the Pacific:

	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Pac. trans	BRPs
Sp42	2			+3	0/2	0/0		17 4/2 11	-4

### Tensions:

	RGT	USAT
Sp42 War		48

BRPs: Ger	Ita	Jap	Bri	U.S.	Rus
452	77	215	145	532	208
383	64	168	93	463	139

**Summer 1942**

Germany achieved the maximum jet research result. In Russia, following the severe winter and the spring thaw, the Axis line ran through some of the forests north of Smolensk, around Smolensk, down to Dnep, and just into the Crimean peninsula. The Russians had 25 AAF in Europe, which gave them air parity. Undaunted, the Axis attacked and exploited along most of the Russian line, isolating Leningrad and encircling various Russian units in several small pockets. The Rumanians, under Axis air cover, invaded a Crimean beach, isolating Sevastopol.

Germany built its first jet and sent 2 NAS, 5 AAF, and the rest of the German navy (BB4, 2 PB2s, CA6, DD7) to the Murmansk box.

The Russians fought back and rebuilt their losses.

The Allies decided to run a Murmansk convoy. The Germans opposed, and the ensuing naval battle ended up being one of the most enjoyable parts of the game for both sides. In rounds 1 and 2, due to the German search AAS and a little luck, the Germans found the British and remained hidden. The Germans picked away at the British navy for 2 rounds with the help of land-based air. In round 3, the German luck ran out, as the British brought their greater forces to bear, ending the naval battle. A German sub then fired on the convoy. In the end, the Germans sunk a BB4, CA4, and DD2 and damaged 4 BB3s and 2 CVLs. The British eliminated some land-based air, damaged the PB2s, and sunk a few lights. 21 BRPs were originally sent and 15 made it through to Russia. British complaints about the cost fell on deaf ears in Russia - the money was needed after all.

The first 10 BRPs arrived through Persia without incident.

Battle of the Atlantic:

Torps (+2), ASW (-4), CVEs (-1), Ports (+3), Ultra (+1), Happy Time (+2)

Su42	Subs	ASW	CVE	Subs	ASW	Atl transports	IO	BRPs
	8	17	6	2/6	3/9	18	2/6	10
								8
								-12

Battle of the Pacific:

Torps (0), ASW (-1), range (+1)

Su42	Subs	ASW	CVE	Subs	ASW	Pac transports	BRPs
	2	2		1/2	0/1	18	2/2
						14	-1

BRPs: Germ	Ital	Japn	Brit	US	Russia
383	64	168	93	463	139
297	50	107	33	393	97

**Fall 1942**

The Germans attacked again in the north, exploiting up to A50 to try to cut the Murmansk route for the fall. Other attacks down the Russian line isolated a few Russian units, but the Russian line remained in more or less in good shape. The Battle of the Atlantic started to stalemate.

In the Pacific, the Western Allies, under air cover, invaded Hollandia. The Japanese suffered a 5/1 result in the Battle of the Pacific. The Russians start to take the initiative, taking an offensive.

Battle of the Atlantic:

At this point, the German submarine campaign began to peter out. Although the Germans continued to punish the Western Allies with a series of 2/8 results SW combat results, the Western Allies had almost 20 transports and the German subs were only an inconvenience, as the overall modifiers heavily favored the Western Allies.

Battle of the Pacific:

In the Pacific, the American subs continued to chew at the Japanese transports, but soon Allied advances in the Pacific made the American submarine campaign redundant.

We therefore discontinue the turn-by-turn figures for the submarine campaigns at this point.

### Winter 1942

Another cold winter in Russia (a die roll of 5). The Germans dug in as best they could.

British and US forces broke through the Libyan Italian position and rolled it up, albeit at some cost, blasting the Italians back to Tripoli. In the Pacific, no carrier battles had yet been fought, as the Western Allied advance proceeded under significant air cover.

**1943 YSS:** Germany Italy Japan Britain US Russia

BRPs:	548	79	246	140	835	288
RPS :	21	3	11	8	30	11
DPs :	16	4		4	13	5
UCL :	99	23	46	40	lots	97

### Spring 1943

Sweden activated as a German minor ally.

The position in Russia had more or less turned around, and Germany prepared for a tradeoff in offensives in Russia for the coming year. Germany built 2 more jets (for a total of 3).

In the Atlantic, the Western Allies invade Lorient and capture Brest, Rennes, and St Nazaire. The Russians began a sustained push to the border of Germany as the western front started to absorb more forces.

The Western Allies land in Ambon and Dili. Western Allied subs get another 4/1 result against the Japanese transports.

*Eric: By this time, it's day 3 at the convention, and my brain is slowly losing steam. I unintentionally leave France and Denmark wide open to invasion by the Western Allies. Bruce and Vic point out this blunder, and I hurriedly set up a few Panzers behind the infantry on the beaches. Most of the German air is doing nothing in Russia, which is muddy this turn anyway. Due to the lack of German air defending the beaches, the Western Allies invade France anyway. The bottom line: In Spring 1943 and Spring 1944, leave the Axis air in France to deter invasions, because the air won't do much good in Russia during spring turns anyway.*

*Bruce: Eric just forgot about France, and had his original defense stood, the game would have ended sometime in 1943. I assumed that leaving the German air in Russia in Spring 1943 was deliberate, though - while it couldn't be used in Spring 1943, it could be used in Summer 1943. But by this time Russia was almost fully mobilized, so there was no real prospect of a German Summer 1943 offensive in Russia, so Eric's conclusion is right. Even so, I don't think the Axis could have prevented some sort of Spring 1943 invasion in France.*

*Incidentally, I will always allow my opponent to retract this sort of oversight - especially at day 3 of the convention!*

### Summer 1943

Germany pulled back forces from the east to help staunch the bleeding from the wound that is northwestern France. It's wasn't enough, but the transfer of units slowed the Western Allied advance somewhat.

Western Allied armor landed at the beach by Bordeaux, and because the beach was empty, the Western Allies were able to bring twice as much armor as expected (only 1 DD instead of 2 DD are required to carry each ground factor that invades an undefended beach). Consequently, the exploiting armor from the invasion, combined with other exploiters already in France, surrounded the area west of Paris.

In the east, Russia began a massive push aimed directly at Berlin.

Western Allied rocket bases started to appear, targeting the Ruhr (which is good because the Western Allied bombers continues to have little effect except to attrition the defending German air). 2 rocket bases are built in 1943, 2 in 1944, and 1 is planned for 1945.

The Western Allied took Borneo, Batavia and Palembang.

***Eric:** Unfortunately at this point, I overlooked the beach near Bordeaux, which I leave empty in order to better slow the Western Allied forces that are already ashore. Bad move.*

***Bruce:** It is in the nature of the game that mistakes occur in difficult positions. Eric is correct in his assessment - a single replacement in the beach would have made the second Western Allied invasion much less attractive. Even so, the balance of forces in France significantly favored the Western Allies, and more so every turn.*

*The goal of the Western Allied bomber campaign was solely to attrition the German air force, but we weren't about to tell the Axis that (and we definitely weren't going to tell the bomber crews themselves)!*

*In the Pacific, the Western Allies were making significant gains every turn, although the write up is short on details. By this point, the Japanese were in free fall.*

#### **Fall 1943**

Germany fell back to the Russian border and tried to slow the Western Allied advance by pulling much of its air and units west. The large German unit construction limit is finally outmatched by losses on both fronts. To rebuild the German ground and air losses, Germany passed on rebuilding subs, formally ending the Battle of the Atlantic.

The US landed in Calais and captured Paris. Turkey joined the Western Allies. A British sea transport mission to Turkey resulted in the first significant naval battle involving the Italian navy, and the Italians lost 3 BBs. That allowed the British to take Ploesti and Bucharest.

In the Pacific, the Western Allies invaded Singapore, and captured the rest of the Dutch East Indies, Burma and Sarawak. The Japanese are surrounded in Burma and Thailand.

***Bruce:** I'm not sure if the Axis could have prevented the activation of Turkey. The on board modifiers favored the Allies, but I think some luck was still required for the Allies. At this point many high-ranking German officials were checking the Argentine Real Estate Weekly.*

#### **Winter 1943**

Germany took 2 oil effects and Japan took 3. Germany was forced to fall back to the West Wall and the Rhine in the north and maintained a solid line in southern France. Italy began praying in earnest.

The Western Allies captured the Philippines and Rangoon. The first carrier battle of the war occurred as the Western Allies invaded Canton. The US forces were under air cover, so the battle was one sided, with the Japanese losing all their CVLs, 2 BBs and 8 lights.

<b>1944 YSS</b>	Germany	Italy	Japan	Britain	US	Russia
BRPS:	547	86	198	150	1182	456
RPS:	20	3	9	9	37	18

DPS:	9	3		4	18	10
UCL:	117	25	51	40	lots	lots

### Spring 1944

Germany took an oil effect and Japan took 3 oil effects. Germany stood tough in the west and began to pull forces back from the Balkans closer to Germany. A few armor and infantry backed up a line of infantry in southern France. A decent line of German infantry ran from Poland, through the mountains in Rumania and over through Yugoslavia, although the Russian armor isolated German ground units in various places.

Germany added 3 more jets (for a total of 6) and more interceptors (for a total of 9) to its force pool. Italy dug in, hoping that the Allied fury over the German jets continued to distract the Allies from invading Italy.

Allied strategic bombing continues to have a minimal BRP effect due to the German jets and flak, but the Western Allied rockets helped reduce the gigantic German UCL (117) down closer to 100.

The Western Allies were unable to dent the West Wall, although they took nearly all of southern France. Russian forces continued to surge forward, and the Western Allied and Turkish forces pushed deeper into the Balkans.

Italy surrendered after Rome/Sicily were taken and Tripoli was captured. A pro-Axis Italian surrender level (4 Axis DPS) yields Germany 9 Italian ground factors, as well as a small remnant of the Italian navy (BB3, CA4, DD2).

Japan retreated to the island.

Western Allied forces pushed the Japanese back in China and took Nanking, Shanghai and French Indochina. Communist Chinese units took Peking.

*Bruce: Even in his post-game notes, Eric gives too much emphasis to the German air defenses. In my view, one of the reasons the Axis lost this game was that they devoted too many resources to defending against the Western Allied bombers (jets, interceptors, flak), and not enough to defending on the ground (forts and force pool expansion).*

### Summer 1944

Hungarian and Yugoslavian forces made suicide attacks to reduce their forces to a single Yugoslav unit. Germany attacked in the east to try and liberate some continuously isolated German units in Poland and Rumania. The German double line through Poland was strong, but weakened as it moved into Hungary and Yugoslavia. Germany put up a weak wall of infantry in western Italy and rebuilt the Italian infantry in north/central Italy to try to slow the Western Allied advance up the boot. The token Italian navy docked in Trieste.

At the start of the Allied turn, Hungary and Yugoslavia wisely switch sides, but there were no forces left to use. The Western Allies captured the southernmost hex of the west wall (Q25) and placed a bridgehead there. The Western Allies also plowed through the token Axis infantry in northern Italy and exploited into southern Germany. By pushing up through Yugoslavia, the Western Allies surrounded Germany entirely in the west and south. The Russians slugged their way just inside Germany in the east.

In the Pacific, Western Allied forces landed in Seoul and Kagoshima. A carrier/kamikaze battle occurred in which most of the remaining Japanese CVs were wiped out in the Inland Sea. The *Yamato* and the *Musashi* blew up under relentless dive bombing. Western Allied strategic bombers firestormed Tokyo.

### Fall 1944

Germany set up a double line ring that ran around the perimeter of Germany (except in the south, where the perimeter had been pushed in due to Western Allied advances). In particular, a 4o6 and 3x3 in SW Germany (Q26) blocked the Western Allied armor in France and northern Italy from exploiting from the same breakthrough and acting together.

The Allies weren't able to make it to Berlin in Fall 1944, where the 5 Axis airborne were dug in for the final battle. All five German objectives were fortified, and due to fear of a Russian attack on Breslau, which was more or less exposed, the Germans stacked a 5o6 and 4o6 in Breslau. The German air (21 AAF, 6 jets) were all based in central Germany, where they can provide defensive air to most parts of Germany. Of course, they were also within counterair range of Allied bases...

In the most long-awaited naval battle in history, the Turkish navy patrols near Trieste, and the token Italian navy intercepts. The Turkish and Italian lights trade shots, but the Yavuz is eventually no match for the Italian BB3. The Turkish navy has to throw in the towel. Rumors that the Italian ships were manned by Greek volunteers are hushed up by the Allied high command.

With the end in sight, the Western Allies tried a 1:2 attack on Cologne, but failed. They also attacked Mannheim and succeeded, creating a breakthrough. A fat-stack of exploiters, which were mostly waiting in the bridgehead in Q25, moved to the breakthrough hex in Mannheim and attacked Cologne again at 1:1 odds. This time the Allied attack succeeded.

In the east, the Russians bite into eastern Germany and made a 1:1 attack on Breslau, but after two rounds of combat, Breslau remained under German control. At that point, it looked to the Axis like Germany might just hold out for another turn or two.

Then a Western Allied A-bomb attack by rocket hit Berlin and finished the Germans, who surrender at -3. The Western Allied research plan is vindicated.

A Western Allied invasion of Tokyo and another firestorm simultaneously finished the Japanese at -4. Western Allied forces from Seoul marched north to take Mukden. The Russians were unable to attack in Manchuria due to the Japanese garrison there.

Final BRP levels:

Germany started Fall 1944 with 180 BRPs and ended with 52 BRPs.

Japan started Fall 1944 with 80 BRPs and ended with 20 BRPs.

**Eric:** *All in all, a very fun game. Paul and I learned a lot about what to do and what not to do in both theaters. We enjoyed ourselves a lot even given the thorough beating handed out to us by Vic and Bruce.*

**Bruce:** *As noted above, the Germans made a few strategic errors, and their tactical competence wasn't enough to redress the balance. The Japanese came up flat, but Japan is even harder to play than Germany! As Eric says, this was a very enjoyable and hard-fought game!*