

Winter 2009

ULTRA

Free

A quarterly newsletter devoted to A WORLD AT WAR, GMT Games' strategic simulation of World War II. To order AWAW, go to www.gmtgames.com or phone 1-800-523-6111.

A WORLD AT WAR TOURNAMENT World Boardgaming Championships 2009

By Gamemaster Mike Crowe

Introduction

The World Boardgaming Championships are held every year in Lancaster Pennsylvania. As part of the event, A WORLD AT WAR is played during a five day marathon. This last year 20 people played five different global scenarios for comradeship and bragging rights.

Kevin Milne finished as the best overall player this year. The people who placed are:

- 1st Kevin Milne (Best Overall)
- 2nd Jon Hogen (Best Allies, Europe)
- 3rd Paul Milne (Best Axis, Pacific)
- 4th Mike Crowe (Best Axis, Europe)
- 5th Jerry Smolens (Best Allies, Pacific)
- 6th A.J. Johnson (Best Newcomer)

The tournament saw a variety of strategies employed, including a successful Sea Lion, a Russia First strategy, three 1941 Barbarossa attacks, an early

attack by Japan (Summer 1941), a late attack by Japan (Summer 1942), a Winter 1941 Japanese attack, and two declarations of war by Japan on Russia.

This issue of ULTRA provides a complete description of each match, written by the participants. It will give you a feel for each game as well as some insight into why the players did what they did and where mistakes were made.



Match Summary

Match	Players	Axis Strategy	Game Result
1	Sparks / Wilson vs. V. Hogen / Brophy	Mediterranean and Sea Lion	11-point Axis
2	Moore / Conway vs. J. Hogen / Cruz	Russia First	11-point Allied
3	K. Milne / P. Milne vs. Scheers / Harper	1941 Barbarossa	1-point Axis
4	Johnson / Collins vs. Carter / Smolens	1941 Barbarossa	4-point Axis
5	Crowe / Carl vs. Schroeder / Leith	1941 Barbarossa	4-point Axis

A WORLD AT WAR Tournament

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GAME 1

The Third Reich Lasts a Thousand Years

by Jim Sparks and Greg Wilson

Overview

European Axis:	Jim Sparks
Japan:	Greg Wilson
Allies Europe:	Vic Hogen
Allies Pacific:	Joe Brophy
European Result:	Winter 1946 (6)
Pacific Result:	Winter 1946 (5)
Overall Result:	11-point Axis win

Axis Plan for Europe

My initial plan in playing the Axis in the European theatre was to be flexible, and to see where research and opportunity led. One initial goal was to take Suda Bay (Crete), and transport into Tobruk under the cover of air. At the same time, I planned to hold Italy out of the war until Fall 1940, to obtain the favorable diplomatic modifier for Yugoslavia. This plan changed as opportunities presented themselves.

Axis Plan for the Pacific

The Japanese strategy was to lay low, then attack the U.S. in Summer 1941, before the oil embargo was enforced. By attacking early, the Japanese are likely to catch one or more carriers in Pearl Harbor. They also

have an extra turn or two to grab and hold important islands groups that will prop up the Japanese resistance level. Without an oil embargo in place during the Summer 1941 attack, the Japanese receive unlimited oil counters the turn of their attack. They can then uninvert their fleet without touching their oil reserve. They receive the full six oil in their Fall turn, to keep the war effort going. By limiting builds to 25 BRPs and taking the construction oil effect, the Japanese can again uninvert their entire fleet during the Fall and Winter 1941 turns, still without affecting their oil reserve.

The downside to this strategy is that the Japanese cannot add to their shipbuilding, and must save BRPs like a miser in 1939 and 1940. They are going to need all the BRPs they can get for 1941. They will need to grab conquest BRPs to be able to build anything in the Fall and Winter turns. BRPs will be tight until 1942! Japan also needs to keep the USJT below 20 before the start of the Summer 1941 turn, or the oil embargo strikes. To get troops in place for the attack, the Japanese must trigger their second mobilization in Fall 40 (all ground troops), and take all of French Indochina in the Winter 1940 turn.

The Japanese attack plan was as follows:

- Summer 1941. Attack Pearl Harbor with five CVs (too early for a sixth one). Take the oil centers and set up to finish off the Philippines and Singapore in the Fall turn. Make sure the maximum possible BRP conquests are taken, to keep the Japanese war machine in the black. Start laying groundwork for the resistance surrender modifier for Island Group Conquests by taking Rabaul and the Gilberts. Hopefully the Allied player is caught napping with the Australian troops still in Europe. Take an Aleutian island, too.
- Fall 1941. Finish off Singapore, Manila, and the last Dutch colony. Continue to press southeast to grab all islands in range of Rabaul. Grab Dutch Harbor and start the conquest of New Caledonia. The war in Asia is now over, other than manning the mountain range in Burma and keeping the Chinese

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ULTRA would like to express its gratitude to GMT Games and ULTRA Publications without whose cooperation and support this newsletter would not be possible.

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honest. The focus of the Japanese war effort is to grab and hold as many island groups as they can, for as long as possible.

- Winter 1941. Finish off any Allied resistance in range of Rabaul. Decide whether to isolate and take Port Moresby.
- Spring 1941. Place an artificial port in the Gilberts, so that the Japanese can continue to advance further into the South Pacific. Keep going till we get to Tahiti!

1939

Fall. I place 3 RPs each in air and naval general research, hoping to get an early breakthrough. I miss the air but get the naval. Germany conquers Poland with only the loss of 1 AAF. Russia demands Bessarabia and starts attritioning. Germany builds a destroyer.

Winter. The phony war begins, and only sub warfare occurs. Italy declares war on Greece. Russian attritions Bessarabia. Germany builds a destroyer.

Mike: It seems odd for Germany to fight over Bessarabia, but it also seems odd for Russia to demand Bessarabia in 1939 and then merely attrition them.

1940

Spring. The real showdown begins. Italy declares war on France, Germany declares war on Belgium, Luxembourg, the Netherlands, Denmark, and Norway. I see a flaw in the French defenses. A sole British 2-5 is in southern France uncovered by British air. It is vulnerable because it can be overrun.

Mike. Jim did something similar to me in a convention game several years ago, overrunning a 2-5 in Lyons during exploitation.

Germany invades the beach in Norway, conquers Belgium and Luxembourg, attacks southern France, overruns the British 2-5, exploits to Paris, and takes Paris. Unfortunately, Paris' fate is not sealed. A lucky round of counterair allows five British to invert seven German army air factors. This allows a joint British and French venture to attack Paris at 1:1 and recapture it. The Russians attrition Bessarabia. Germany builds a destroyer.

Summer. The Germans call Yugoslavia and get association, since the Russians are still at war in Bessarabia. It does not cause an early Russian mobilization. Germany conquers the Netherlands and France. The FSL is +3. Germany builds a destroyer.

Fall. Germany calls Rumania, Hungary, and

Bulgaria. The Russian war with Bessarabia continues, giving the Germans big modifiers. All three countries become full allies. Germany sets up for a 1:1 invasion of Portsmouth, initially as an attempt to draw out the British fleet. The British fleet comes out to play under a heavy Axis air umbrella, intercepting the German invasion with three slow TFs. The Germans find CG 2 and CG 3 and the British find the German CG twice. (With only slow CGs, only British CG 1 could engage, even if CG 2 and CG 3 had remained hidden). Meanwhile the Luftwaffe attacks CG 2. After one round of naval combat, the British withdraw. German naval losses are a BB3 and two PB2 damaged. The British suffer one CVL sunk and two damaged, two BC3 sunk and one damaged, two BB3 sunk and one damaged, two cruisers sunk and one damaged. The roll for the invasion attack is a '3'; the Germans suffer an exchange, leaving only a 2-6 on the port. In the exploitation phase, the Axis drop a paratrooper to reinforce the landing.

Winter. Germany supplies and transports more troops into England. I am afforded a 2:1 on London and take it. I get London clean! Greece, Norway, and Malta are conquered.

1941

Spring. I call Spain and get association. Germany attacks Coventry and exploits to take Manchester.

Summer. I call Vichy and get association. Germany and Japan both declare war on the United States.

Mike: It is a very good thing that Japan had planned all along to attack in Summer 1941, as otherwise this much Axis success in Europe would have thrown off their plans. At the con last year, Bruce teamed with Jim, and found that he needed to attack with Japan earlier than he had planned, because Jim's Mediterranean conquests had increased USAT too rapidly.

I am able to clear the Atlantic SW box of transports, with a +8/-8 modifier. Germany takes Birmingham and attacks Rosyth at 1.5:1. Success allows me to exploit through Scotland, taking all but Scapa Flow and the hex adjacent. I drop an airborne into Glasgow. There is no supply to England due to the loss of transports and London. England surrenders! (*Mike: I believe it was a -10 surrender level.*) Germany applies forbearance and returns everything to England. The U.S. signs a separate peace and the war with the Western Allies is over for at least two years. At this point the game is basically over in the ETO, and the Japanese story is just beginning.

Mike: Vic, as ever the good sport, soldiered on for a

while as Jim marshaled all the countries of Europe in a grand assault against Russia. Russia did not appear to be in danger of surrendering, as Vic did a very thorough job of defending the oil fields.

USJT is 18, and I catch two carriers in Pearl. All attacks come off well. The Japanese take the oil centers, Rabaul, and part of the Gilberts and Solomons. The Allies reinforce where they can in their turn (Dutch Harbor, Port Moresby), but the Japanese sink an attempted reinforcement of the Gilberts.

Fall. Pacific. The Japanese press forward to grab more islands, and invade New Caledonia, the Ellice Islands, and the New Hebrides in their turn. The U.S. Navy stays home. Japan finishes off its Asian conquests. The Allies again reinforce threatened areas such as Noumea and the Solomons.

Winter. Pacific. The Japanese finish off resistance in the Solomons, and start to collect their first cumulative resistance points. The Allies conduct a patrol raid on my three army air in the New Hebrides. They kill all three AAF, with a loss of only three NAS. This was after first conducting an air raid on Rabaul to verify that my carriers were not there.

1942

Spring. Pacific. It is good to have money again. I need it to start building the mountain of ground troops I require to defend Burma. All the U.S. ground troops seem to be heading that way. The Spring turn does not have too much action. The Japanese needed a port to press on. They build one in the Gilberts, planning to use it in the Summer 1942 turn to press further southeast. I move my carriers to Rabaul, planning to cut supply to Port Moresby, and to keep the pesky Allied scout planes away, just in case the Allied carriers want to repeat last turn's patrol fun. I put my three AAF back in the New Hebrides as bait!

During the Allied turn, sure enough, out comes the patrol to take the bait. This time it gets intercepted by the Japanese carrier fleet. The U.S. fleet is in a pickle: nine Japanese AAS and eight Japanese carriers, against four U.S. carriers.

The action goes three rounds before the U.S. CG is spotted. Two waves of Japanese NAS come in with surprise, sinking all four U.S. carriers and a BB4. The U.S. have no carriers in the Pacific. The U.S. is forced to rely on ground troops to defend the islands.

Mike: What was Joe thinking? I assume Noumea was isolated, so that no AAF could be based there. But patrolling under Japanese LBA without any American

LBA to counter it seems suicidal.

Joe: I have forgotten everything except that I got spanked.

Greg: Joe had counteraird my air in the same spot in the previous turn when I had no carriers in Rabaul. Joe had taken the precaution of checking for them by counterairing Rabaul from Port Moresby for one round. His CV counterair of my air in New Hebrides had crushed my air; I lost nine AAS to about three of his.

For this turn I had moved my carriers to Rabaul and cut supply to Port Moresby to make sure he could not check out Rabaul with a counterair. Then I put my air back in New Hebrides to see if Joe would take the bait. I guess he felt safe because he had succeeded so well at the same thing in the earlier turn. It was still not a sure thing to intercept him, but I got a good roll and one carrier group made it, with the second carrier group one hex away. Then I had all the modifiers in my favor to set up the kill.

Mike: I can hardly fault Joe here, having fallen prey myself to one of Greg's sucker punches at the convention three years ago. He tempted my Germany to attack in his Russia in 1943. I took the bait, overextended myself, and he managed to surround most of the German army, with no hope of my breaking the encirclement. The game (in Europe) ended in mid-1944.

Summer. Pacific. The Japanese invade the rest of the Ellice Islands and all of Fiji, taking all the islands in a massive invasion sweep. The U.S. fleet can do nothing but watch. The U.S. tries to garrison Pago Pago in their turn, but is intercepted and loses another BB4. They fall back to Tahiti and build a fort there.

Fall. Pacific. The Japanese take Pago Pago and all the islands around it.

Winter. Pacific. Tahiti has a fort, big troops, and lots of air. I could risk an attack, but why?

Mike: Because it's there? To give the Allies a sporting chance? Of course, Greg is right.

It is better to just sit back and take in four resistance points a turn.

Mike on behalf of the Allies:

The action heats up in Burma after air and a couple of heavy U.S. armor arrive. The land battle goes back and forth in the jungle-mountain hexes. The Allied player announces they have one carrier on the Pacific front again.

1943

Spring. Pacific. The game is called after the YSS, as it is obvious that the U.S. 1944 election has already been

decided. The Japanese resistance level will be an estimated 50+ at that point, and even if the U.S. starts grabbing back islands, they can only reduce the cumulative resistance modifier by one point a turn. The U.S. is doomed to declare peace in Winter 1944, no matter what happens on the board.

Adjudication. A decisive Axis victory is projected on both boards.

Post-Mortem

Greg: The biggest thorn in the side of the Japanese plan turned out to be the success the Germans had in Europe. By managing to wipe the British out so quickly, the U.S. had nothing left to do but go after Japan with everything! Also Joe saw the Summer attack coming, and put all the forces he had in the best spots he could. Rabaul and Port Moresby were well defended, and slowed me up a bit. Still, other than the Germans doing too well by sweeping the board and forcing the Western Allies into the Pacific, the Japanese plan held up and succeeded quite well.

Mike: Noumea can be hard to take, although sinking the U.S. carrier force helped. Reverse Midway. Ouch. Usually I defend Noumea at all costs. What kind of forces did Joe put there, and where were the forces he should have put there?

Greg: Joe sea transported a 3-4 and 2-3 to Noumea after I invaded the beach with a 1-3 in the Fall 1941 turn. Then I reinforced in my Winter 1941 turn. The land troops were waiting out the results of the sea battles. Once I cut supply, I just waited until I starved the Noumea garrison down to base level before I took it out. Joe had trouble getting forces in the area. My naval forces totally outclassed his, and I kept the entire Japanese air force down there to boot. A full focus of Japanese force in one spot forces the Allies' hand in the early game. It did not really matter whether the Allies were ready or not.

Of course, this meant I ignored Dutch Harbor, Midway, and India

Mike: What does a Summer attack do for the forces the Western Allies have available to defend in the South Pacific? I know you were hoping to catch the Australians out of position, but are there critical U.S. forces that don't arrive soon enough (*e.g.*, AAF)?

Greg: I think the Summer 1941 attack is a viable option for the Japanese. It is tough for the Allies to defend against, and it gives the Japanese a chance to grab up resistance points for island groups that are tough for the Allies to get back.

I know I will try it again the next time I am the Japanese.

GAME 2 Russia First!

by Ken Cruz

Overview

European Axis:	Jason Moore
Japan:	Brian Conway
Allies Europe:	Jon Hogen
Allies Pacific:	Ken Cruz
European Result:	Winter 1943 (-6)
Pacific Result:	Spring 1944 (-5)
Overall Result:	11-point Allied win

Axis Plan for Europe

Russia First?!

Mike: Jason had specifically asked to play Jon and Ken. Although Jason kept his Russia First plan under

wraps before the convention, I kidded him about it when he was setting up his game. Me: "So, you're going to do Russia First, right?" Jason: Total deadpan look, as if to imply, "What?" followed by subsequent attempts to suppress a smile.

Jason: I wanted to try Russia First, and I wanted to play against two of the best in the world, Ken and Jon. I knew everything would need to go almost perfectly.

Dramatization: As the Fuehrer scowled at his generals' jaw-dropping astonishment, he proclaimed; "Poland is not our target, not Warsaw, not the Gdansk corridor, but Russia herself! We shall attrition the Poles away so as to preserve our army. I have received assurances from our Hungarian and Japanese allies that they will join us in our cause. Once Poland is gone, we will sweep away the corrupt regime in Bucharest and

take their oil fields for ourselves. We will then plunge into Mother Russia and crush her in one swift stroke!"

The Fuehrer's generals shot incredulous glances at their colleagues. "Is he kidding?" they all thought to themselves. A long silence endured as the Fuehrer scanned his generals' eyes for any sign of opposition to his grand plan. Finally, one brave soul uttered, "But my Fuehrer, what of the Low Countries, and the Anglo-French forces? Surely, they will attempt to cross the Rhine while we are involved in Russia and attack the Ruhr basin. Should we not defeat them first and then deal with Russia?" The Fuehrer laughed. "Do not concern yourself with such trifles. The West is weak and divided; they pose no threat." Blithely, he then commanded, "The Army will station strong infantry corps along the West Wall and we shall fortify the Ruhr basin. No Anglo-French army will penetrate our defenses there. They will break upon our wall like the ocean upon the rocks. The Fuehrer stood and marched for the conference room door, "I have decided our course; crush Russia immediately!"

Axis Plan for the Pacific

Attack Russia pretty darned early! Japan must be sacrificed for the greater good of European domination by the Axis. Japan will gain one resistance point per turn as soon as it takes Vladivostok and Irkutsk, although not until the turn after U.S. entry. Who says there is no upside?

Dramatization: Premier Tojo had his head in his hands. Downcast, he could not believe what had transpired between him and von Ribbentrop. "Why did I agree to this insanity, Yamamoto-san? Why?" Yamamoto pushed his resignation letter further into Tojo's downward stare. "The die is cast between Japan and Germany now. The plan may work, and if it does, Japan will conquer all of China and Russian Siberia. The vast Asian resources will be a boon to the Japanese empire." Yamamoto then let out a long sigh, "But this plan cannot succeed. The Anglo-Americans will be at our throats far sooner than you fear, and any conquests in Asia will not matter. The Americans will overwhelm us with their awesome industrial base." Tojo looked back up at Japan's top admiral, "Will you not help your Emperor?" "No.", replied Yamamoto. "This folly is yours and his; I will have no part of it." The admiral swiveled in place and marched out of the premier's office, tossing his shoulder boards onto one of the plush leather chairs.

Mike: Ernie Faust had planned to play Japan with

Jason, but had a conflict at the last minute and could not attend. Jason said he would have no problem playing both sides, and proceeded to do so until Brian Conway arrived on Wednesday. Brian took up what he foresaw as the lost cause of Japan, attempting to salvage what he could. He referred to his position as "this devastation".

1939 (The Beginning)

The German Army reverts to WWI tactics, and attacks on a broad front in Poland, with two attritions in Fall and Winter. Hungary is activated in Fall 1939.

Mike: This approach in Poland, which increases tensions by +5 per turn in Fall and Winter, combined with Axis penetration of the Balkans, ensures that the Russo-German tensions will rise above 20 by Spring 1940. This forces the Russians to deploy according to the surprise rules.

1940

Spring. Germany takes Warsaw, and attacks and conquers Rumania.

Mike: At a previous convention, I suspected Jason might try Russia First, and I derailed it by putting two Western Allied DPs and a spy ring in Rumania in 1939. In that incarnation of his plan, Jason planned on Russia First only if he had favorable rolls for both Hungary and Rumania. Because Rumania stayed neutral, he decided on a more conventional attack – but won anyway! This time, though, he isn't letting anything derail his plan.

Nothing happens in the West. There is no significant sub war.

Mike: Without the French ports, the sub war is unlikely to do much, so there is not much advantage in pursuing it.

The Italians stay neutral, to keep US-Axis tensions low. In Asia, Japan keeps tensions low doing nothing, but they do mobilize a large army. They set up their forces in China and Manchuria for an invasion of Siberia. The Allies see how everything is lining up against Russia, and make big changes in their future research and diplomatic plans.

Summer. Germany attacks Russia, destroys the Red Army, and makes good advances. The Japanese also attack in Siberia, taking Vladivostok. At the end of the turn Russia offers a -2 surrender. The Germans aren't interested, as they are looking for a crushing surrender level of -10 (more or less). The Russians rebuild their lines out of range of German air and armor.

Jason: I destroyed every factor in the Russian army.

Fall. The Germans advance as far as they can, but no Russian units are attacked. The Japanese begin the long march to Irkutsk, as the Russians fall back to the mountains. The winter roll is a '1' and Germany is able to take Moscow and Leningrad, but the Russians hit back with an attrition that claims nine German 3x3 infantry. The front stabilizes as the Germans look to administer a coup-de-grace offensive in Summer 1941.

Jason: I revealed a winter prep research result, and had another -2 modifier for no attacks in the Fall. The winter roll of a '1' was helpful, but all I needed was a '4' or less to make the attacks to take Moscow and Leningrad. In compensation for my winter roll, Jon rolled a '6' for the winter attrition and devastated my infantry. My overreaction in trying to replace the infantry would turn out to be fatal.

1941 (The End of the Beginning)

In Spring, Anglo-French forces attack across the Rhine and take a Ruhr hex. The grand German plan crashes to a halt. There are no German forces in range to retake the hex, and Germany can't afford to lose the UCL. All panzers and AAF are sent to western Germany to evict the Anglo-Americans and take out the French. They are successful in kicking the Allies off the continent, but the contest is over. The Russians fully rebuild and are huge. The Americans will be entering in 1942. Western Allied research will be redirected to producing units of all types. There is no Battle of the Atlantic, so the U.S. can grant "infinite" BRPs to Britain and Russia. It is now a question of how quickly Germany will go down.

Jason: Sigh. My single-minded focus on attacking in Russia blinded me to the need for more force in the West. If I had it to do over again, I would happily have left five factors of air and four more infantry corps, to prevent Jon from doing what he did. My attack in Russia would have been slower than I had hoped, but the game would have been much more interesting, and lasted longer! My compliments to Jon and Ken, who did exactly what I would have done to undermine my plan. I expected no less, because of their solid grasp of the underlying principles of the game.

The same is true for Japan. Having sunk their resources into Asia, there is no Pearl Harbor attack. Japan does conquer the Philippines, Singapore, and the DEI but nothing else. Irkutsk is eventually taken and the Russians end up retaining only two hexes of Siberia. Rabaul remains in Allied hands. The U.S. lays down

only CVLs (so as to get them sooner), and boosts its NAT level as fast as possible. Japan's defenses are very weak in the Pacific. The Allies won't have to wait long to begin their advance toward the home islands.

1942-44 (The End)

The Axis are on the defensive throughout 1942 and 1943. The Russians hammer away with a huge army. The Anglo-Americans land in Normandy in Fall 1942, and drive into northern France and Germany. The Allies grow in strength every turn, and Germany can do nothing to stop the onslaught. Germany surrenders in Winter 1943. Japan shifts focus and takes Chunking, but only holds it for a turn as the Chinese and U.S.-British forces counter-attack and retake it just a turn later. The Japanese are overwhelmed and cannot hold back the Allied navies. They surrender in Spring 1944, following landings in Kagoshima.

Post-Mortem

Ken: The early attack on Russia in 1940 is interesting and can reap great dividends, but it must be executed with the precision of a neurosurgeon in order for it to succeed. The slightest mistake in defense in the West can wreck everything, and the Axis position will fold like a house of cards. The real problem with the strategy is that the Western Allies can simply make 1:1 attacks on the West Wall until one succeeds. When that happens, the Germans must shift forces west, and that ends all attacks on the Russians. The Japanese focus on Russia in 1940 obviously helps drive down the Russian resistance, but Japan will be at the mercy of the U.S. Navy, having made no progress in the Solomon Islands.

All in all, a very fun game was had by everyone. We finished up Friday night and then saw Gettysburg on Saturday!

Mike: Jon Hogen left thinking that the plan had some possibilities. Upon reflection, I have concluded that the plan probably has too many things stacked against it now. At the last convention where Jason planned to use it, the Western Allies were prohibited from building forts in France, and American forces in France had to withdraw when France fell. Both of those rules have been eliminated. Previously, Russian mobilizations proceeded at a rate of one every two turns; that rule has been changed to allow one full mobilization per turn once Russia is at war. Under the current rules, the Russian troop strength in 1940 is not much different than in 1941. Although they have fewer

ICs, these now come on very rapidly. The difference between a 1940 attack and a 1941 attack is perhaps two or three fewer units and air factors, and one less IC. This is not much compensation for an unconquered France. Nevertheless, had Jason been lucky enough to hold in the west through 1941 while attacking east with almost all of his air and armor, a Russian surrender at a high level might have resulted. If followed by a successful campaign in France, this would likely result in a victory on the European board, though probably not a decisive one. Japan, however, would definitely lose, and probably quickly.

Jason: The plan does operate on a knife edge, but it was going very well in this game until I misplayed responding to the Winter 1940 attrition. The early attack

by Japan is intended to compensate, to some degree, for the changes in the rules that Mike mentions above. At the beginning of Spring 1941, I had Moscow and Leningrad as well as the Crimea. I was two hexes from Vologda. I was poised to attack into the oil fields, which is what I needed to gain to get a sufficiently high Russian surrender. Although the U.S. would enter in 1942, they would have been weak, and I might have been able to continue the attack through 1942 if necessary.

I will definitely try this again, although not at the convention. I have several others I am eager to try!

Mike: I would not bet money on not seeing Jason try this again at the convention. But only after he wins the plaque one more time!

GAME 3

You Have *Three* Radar Results???

by Randy Scheers, Paul Milne, and Bruce Harper

Overview

European Axis:	Kevin Milne
Japan:	Paul Milne
Allies Europe:	Randy Scheers
Allies Pacific:	Bruce Harper
European Result:	Fall 1945 (1)
Pacific Result:	Fall 1945 (0)
Overall Result:	1-point Axis win

1939

Fall. Germany takes Poland in Fall at a cost of 15 BRPs of losses. They start their raiding efforts in grand fashion, getting a PB2 sunk and second one damaged.

Winter. Germany sinks a British CVL with their harbor attack, but otherwise just builds up.

1940

Spring. Germany attacks the Lowlands and France.

Summer. Germany takes Paris. A 2:1 attack on Marseilles fails on a roll of a '1'. This swings the French Surrender Level by two points. As a result, French North Africa goes Free French, even though Vichy was established.

The sub war continues to go moderately well for Germany, but raiding continues to be a fiasco. No raiders get through, and more German ships are damaged.

Fall and Winter. Finland and Sweden (on a lucky '6') associate with Germany, in addition to the usual Balkan countries. Britain is bombed in Fall, but not in Winter, for lack of BRPs. The impact is minimal. Britain and Italy skirmish in the Mediterranean; Italy is able to hit a British task force and sink two CVLs, but Britain manages to damage three of the four Italian BB3s.

1941

Summer. Germany attacks Russia. The Russian army is isolated.

Fall. Germany attritions as their units rush forward to catch up to the fleeing Russians. Two 4o6s are sea transported through Parnu to assist in the isolation of Leningrad. The sub war continues to go well. Raiding continues to be an embarrassment to the German high command. The high point in the Atlantic is in Fall, when the Allies are reduced to six transports in the Atlantic SW box.

Pacific. Fall 1939 through Fall 1941. Generally quiet. Japan does not take any offensive actions. The Western Allies do not send any aid to China. The

Japanese are able to link up the Foochow bridgehead with the main force using attritions and zones of control. The Japanese mobilize in Fall and Winter 1940, with the final mobilization occurring in the DOW turn (Winter 1941). Shipbuilding is increased by mobilization in Winter 1940, by production in Winter 1941 and Spring 1942, and eventually reaches seven. No carriers are started prior to the DOW.

Winter. Kharkov and Dnepropetrovsk are captured. Leningrad falls. Germany reveals two winter prep results for Winter 1941. Italy retreats to a circle around Tripoli. Due to the lack of a significant Allied force commitment, Tripoli hangs on through 1942.

Things go better for the Allies in the sub war in Winter because of several factors: Germany lost a sub in Fall trying to oppose a Murmansk convoy, an American ASW is deployed, and the die rolls favor the Allies. The Allies end the year with every transport built.

Pacific. Japan attacks Britain and the U.S. in Winter and attacks Pearl Harbor. No carriers are caught in port. Two BB3s are destroyed and two are sunk along with the AAF being destroyed. With five carriers lurking about there is no second strike. Sumatra, Malaya, Burma, Brunei, Kavieng, Lae, Makin, Wake, and Guadalcanal are taken with moderate casualties (mainly air). Lingayen is invaded and Singapore is taken by exploitation.

1942

Spring. Germany declares war on the United States. The U.S. and Britain respond by invading Portugal, much to the surprise of the Axis players returning from dinner!

In the Mediterranean, Tripoli falls. Italy builds beach defenses in its southern beaches and makes sure there are two 3x3s on each beach.

Mike: The invasion of Portugal also occasioned a rule change. Randy, after taking Portugal, proceeded to use transports to redeploy a huge army through Lisbon. After some discussion, Bruce decided that this tactic was too strong. The Allies are now restricted to using destroyers to redeploy units into a port on the turn it is captured.

Pacific. Java and Balikpapan are taken to complete the DEI conquest. Manila falls on a 2.5:1. Tarawa and Bougainville are taken by the Japanese. Rabaul, which had been originally bypassed, is taken. An invasion in the Aleutians is intercepted by "MAGIC". An invasion of Johnston is intercepted normally. Japan secures its perimeter and then just digs in.

Summer. Spain associates with Germany as a result of Portugal. Germany fortifies Madrid. In Russia, Germany captures Moscow and manages to surround Gorki, while isolating the entire northern Russian army. Moscow was attacked on a 2.5:1. However, a '1' followed by a '1' makes it a very costly (around 100 BRPs!) attack for the Germans.

Pacific. The Allies are able to supply Port Moresby, even though it is contested by Japanese air. The Allies fail to supply the Gilberts, and they come under Japanese control. The Japanese also cut supply to Santa Cruz, the only Solomon island garrisoned by the Allies.

Fall. A vastly overstretched Germany is forced to retreat to the Moscow line, abandoning any wild dreams of capturing Gorki.

Pacific. The Japanese take an isolated Santa Cruz to complete the conquest of the Solomons. The Allies decide not to contest the landing because of Japanese air and naval superiority in the area. Japan takes Attu.

Winter. The Western Allies have taken about half of Spain but have not yet captured Madrid. The rest of North Africa falls to the Allies.

Pacific. This is a quiet turn for the Japanese, who are short on oil and money by now. The Allies maintain supply to Port Moresby for the next couple of turns, fighting a series of small naval, air, and submarine actions. The Allies land on an unoccupied San Cristobal. Supply to Japanese Attu is cut.

Paul: The meat grinder is in full force, but no significant gains are made by either side.

1943

Spring. Germany abandons Spain.

Pacific. This is a quiet turn for both sides. Each side is able to supply all of their territory. Attu is retaken by the Allies.

Summer. Madrid falls.

Pacific. Santa Isabel is taken by the Allies with no naval battle.

Fall. The Pyrenees are cracked. Germany starts to retreat in Russia.

Pacific. Bougainville is taken and the hex south of Rabaul is invaded. A port is built at Santa Isabel.

Winter. The Allies advance into southwest France. Moscow and Leningrad are recaptured.

Pacific. A single destroyer with a 1x2 is sent to take Majuro in the Marshalls. The Japanese intercept and the Allies counter-intercept. The search roll favors the Japanese and the Japanese are able to surprise an American task force. However it is the Japanese who

are surprised when it is revealed that the Allies have three radar results, negating surprise! Still, the destroyer is found and sunk, foiling the invasion! The carrier battle results in the loss of an American CVL and CA4. The Japanese suffer only CA4 and a CVL damaged. Both sides suffer heavy losses of NAS. While this is going on, Beru and Tamana in the Gilberts are retaken. Kavieng and Santa Cruz are also retaken.

1944

Spring. The advance in France continues.

Pacific. Rangoon falls to a sea invasion. The Allies clear the rest of the Gilberts. Manus is also taken.

Summer. Russia continues to advance, and nearly reaches the original Russian border.

Pacific. Fighting continues in Burma, with the Japanese continuing to hold Mandalay. Lae, which has been isolated for several turns, falls to a combined sea invasion and land assault. Guadalcanal and New Georgia fall to complete the liberation of the Solomons. A port is built in Manus.

Paul: The U.S. finally starts to make progress. Lae and the Bismarck Archipelago are captured, and the British also invade Rangoon. The Japanese retreat and defend the approaches to Japan.

Fall. Paris is liberated, and the Western Allies make it into Italy. Genoa is captured and Italy surrenders. Bucharest is captured, along with Ploesti. However, Germany's four oil plants prevent oil depletion throughout the game.

Pacific. The Allies judge Truk to still be too strong, and opt to invade Korar in the West Carolines instead. The first round search rolls favor the Japanese. The U.S. finds task forces containing CA10 and old battleships and punishes them. The Japanese are able to attack an American carrier task force with their two strongest task forces. The Japanese air strikes are used to soften up the BB4s while the U.S. strike attacks the carriers. Fleet combat led by the Yamato and Musashi sinks the softened up BB4s and the remaining warships are able to sink two CVs. The next round goes decidedly to the U.S. and their air strikes decimate the Japanese. Total losses to the Japanese are three CVs and five CVLs sunk. Two additional CVs and the Yamato are damaged along with a number of old battleships either sunk or damaged. U.S. losses are minimal in the second round. Both sides lose 21 NAS, with the Japanese losing an additional nine which splash because their carriers are gone. Mindanao is also invaded. Bombing Japan starts from Manus at extreme range with minimal results. An

isolated Mandalay falls.

Mike: I assume Paul stayed for the second round because it was late 1944 and he was running out of oil anyway.

Paul. It was a tough decision, but I decided to stay. As usual, you never know if it's the right move. Oil was not a factor as I was still full up. I was hoping for one more advantageous search result, but it went the other way. I wanted to hurt him so he couldn't invade Okinawa right away. If I waited, he could replenish his NAS on the carriers for the next turn, while I would not be able to (NAS losses were high on each side). This way, if I could hurt him again and then build kamikazes (my NAT was seven, I think), I might be able to delay the Okinawa invasion for a turn. As noted, it was late 1944, and things only get worse for the Japanese at this stage. There was never any thought that the Korar invasion could be stopped, but I was trying to delay Okinawa.

Winter. The Western Allies get to the West Wall but can't breach it. Warsaw falls, and much of the Balkans fall. Bulgaria surrenders due to Russian diplomacy.

Pacific. The entire U.S. fleet is used to attack Okinawa, which has two 3x2s and a fort. The Japanese have what's left of their navy in port there to slow up the Allies. However, three rounds of air strikes finish it off with minimal NAS casualties. The Japanese launch their first kamikaze raid of 16. The chosen task force is carrying some of the invasion force and infantry is lost. The attack is reduced to 2:1 but the result is an Ex-2. The Japanese are retreating in China, but only Canton is lost.

1945

Spring. The Western Allies liberate the Low Countries and get into the Ruhr. Russia captures the rest of the Balkans and gets to the eastern and southern borders of Germany. Yugoslavia finally abandons neutrality to fight for the Western Allies.

Pacific. The U.S. patrols off Japan and wipes out all of the AAF. Japan has 32 Kamikazes but decides to wait for the invasion force. The U.S. decides it isn't strong enough to invade Japan yet and the turn ends. The Allies are busy in the south invading objectives on the Southeast Asian front to eliminate Japanese conquests.

Summer. The Western Allies and Russia close on Berlin, but cannot quite attack it yet.

Pacific. A massive invasion is aimed at Kagoshima. The kamikazes are unleashed, but unfortunately (for Japan) the two task forces chosen are carrier forces and

not the invasion forces hoped for. The Allies suffer three CVs and three CVLs sunk and a damaged BB4, but the invasion is successful. Armor exploits into the adjoining two hexes. Tokyo is firestormed. The Allies also invade Guam, Truk, and Wake to try to reduce the resistance level to zero. As it is late Saturday evening this is all a little hurried. Manila and a heavily fortified Singapore remain in Japanese hands. Truk holds out on a double '1' roll and Japan survives until Fall. Russia is still occupied in Europe.

Mike: I didn't realize that Paul's tie result depended on a 1-in-36 chance until I read this! Of course, luck with the kamikazes might have influenced or stopped the Kagoshima invasion. It does make up a bit for the double '1' that Kevin rolled against Moscow!

Fall. Berlin falls and Germany surrenders. It is a 1-point victory for the European Axis. The U.S. invades Japan and Japan surrenders. It is a tie in the Pacific.

Post-Mortem

Bruce: The Japanese achieved single breakthroughs in air, naval, and military and allocated RPs mainly to production. ASW rolls went well with a +1 result in 1942 and a +2 result in 1943. Eventually five ASW were produced. These, along with an ASW card and an air range result, kept the U.S. submarines at bay for most of the war. The Japanese increased Naval Air Training by one each year, starting in 1941.

The Western Allies pursued a high growth strategy which, along with pretty good rolling, produced two ADRM and NDRM results, along with the previously mentioned three radar results. Three air range and three

bomber results were also achieved. However, the good rolls abandoned them in 1945 for the important atomic bomb rolls. Two aspects of the high growth strategy that affected play were that China received no aid the entire war, and that the U.S. didn't accelerate any ships. Japan was happy to have a quiet Chinese front. Not accelerating ships definitely affected naval play in 1943 and early 1944.

A normal Japanese strategy was contemplated and offensive action was anticipated to stop after two turns. Japan was able to continue attacking a little longer than expected, and all the Solomons and Gilberts were captured briefly. Japan was able to accumulate two island group surrender points. The Allies accumulated six points by Summer 1945. Japan built a fort each turn starting in Spring 1942. Guadalcanal, Lae, Rabaul, Hollandia, Truk, Guam, Okinawa, and Singapore were all fortified. Beach defenses were built on all the beaches in Japan. After 1942, money was not an issue and Japan ended 1943 with 74 BRPs. Oil was also not a large problem because of the previously mentioned ASW results. Japan began taking army oil and construction oil effects starting in Summer 1944. Japan had enough money to pay double to keep fully built that year. The convoy route collapsed after Winter 1944 because of surface forces, but Japan ended the year with its oil reserve full. Both sides were cautious with their carriers and were reluctant to fight outside an LBA umbrella, so there were not a lot of carrier battles. It was a very hard fought contest.

GAME 4

The Black Sea Is Really an Axis Lake

by A. J. Johnson and Chris Collins

Overview

European Axis:	A.J. Johnson
Japan:	Chris Collins
Allies Europe:	Nick Carter
Allies Pacific:	Jerry Smolens
European Result:	Fall 1946 (5)
Pacific Result:	Fall 1945 (0)
Overall Result:	5-point Axis win

1939-40

The World War starts traditionally, with Germany dispatching Poland, the Low Countries, Denmark, Norway, and France in short order.

Nick: France was just happy to hold on until Summer 1940!

Germany then turns its attention to Britain, conducting a dual-focus strategic warfare campaign comprised of submarines and strategic bombers. This

successfully keeps Britain off balance economically and provides a significant distraction.

1941

Germany and her Italian ally capitalize on this distraction, mounting a very successful campaign in North Africa which culminates with the taking of Suez and Alexandria.

Nick: The Royal Navy and French fleets proved no match for the Italians in the Mediterranean, who were allowed free reign very early on.

This campaign coincides with the attack on Russia.

Nick: The Russians put up a heroic defense against the initial German onslaught. Had the attack been for real, I'm sure heads would have rolled in the German high command. Never have so many 'I's been rolled in succession in one assault.

Pacific. Unfortunately, these successes are quickly ratcheting up the tension levels, forcing Japan to declare war on the U.S. and Britain in Fall 1941 to take advantage of a surprise attack. The attack on Pearl Harbor is very successful, sinking all battleships, but alas no carriers.

1942

With the gateway into Iraq and Persia open, Germany takes full advantage of this to throw the Russians off balance on their southern flank. This keeps sufficient pressure on the Russians, doesn't allow them to create a strong defensive line, and deprives them of critical oil resources. In addition, Germany turns its strategic bombers to the east, quickly creating economic hardship in Russia.

Nick: A crafty move by the German armor, via the Crimea and across the straits, didn't appear too

threatening at first, as they had no supply line. Hopes of their demise were dashed when the Rumanian Navy stepped in with a timely supply run across the Black Sea to Batum. Once the Russians were tracking oil (and running out fast!) their downfall was only a matter of time. The fact that the Finns resolutely refused to join the fun, repeatedly shunning the German diplomatic advances, proved immaterial.

Pacific. Japan quickly expands her empire in the south and southwest, and digs in to await the eventual U.S. onslaught. However, a couple of opportunities present themselves. Japan successfully invades Midway, winning the only carrier battle of the war after the U.S. Navy intercepts. In addition, Japan makes a push into India, spearheaded by Japanese armor. Japan captures both Dacca and Calcutta, putting significant pressure on Britain to protect the remaining territory. Japan begins building the Indian National Army. But while this was happening, the U.S. was mounting a very successful campaign in the South Pacific. The Allies took back the Solomon Islands, and started to put pressure on the Bismarck Archipelago and Rabaul, as well as the Gilbert Islands.

1943

Unfortunately the game had to end in Spring 1943 due to time constraints.

Adjudication. The extremely strong Axis position in Russia made conquest of Germany before 1946 unlikely. This was projected to be a 4-point Axis win. On the other hand, the U.S. position in the Pacific was likely to lead to at least a tie for the Allies there. This was projected to be a draw.

GAME 5

Why Does Japan Care about Alexandria?

by Mike Crowe

Overview

European Axis: Mike Crowe
 Japan: Rob Carl
 Allies Europe: Tim Schroeder
 Allies Pacific: Keven Leith

European Result: Fall 1946 (5)
 Pacific Result: Summer 1945 (-1)
 Overall Result: 4-point Axis win

Axis Plan for Europe

The Axis plan going in was to threaten to invade Britain by building destroyers early. I would invade if practical. Otherwise, I would attempt to make some gains in the Mediterranean and then invade Russia on schedule in Summer 1941. I planned to try a Winter 1939 attack, which I had not done before. Instead of bombing Britain, I would send my air to the Mediterranean. I did not plan to establish Vichy. Most of this plan was suggested by Rob, and since it was a bit different than what I normally do, I thought I would try it. I was not planning to invade Spain or Yugoslavia, as we wanted to keep tensions low because of Rob's plan.

Axis Plan for the Pacific

Rob: My plan (partly inspired by Vic Hogen) was to hold off war as long as possible, as there is no way you can win. There is nobody you can conquer – not the U.S., not Britain, not Russia, not even China! So I wanted to simply give the Allies the shortest possible amount of time to come at me. I didn't want to wait too long and be unable to establish my basic perimeter, however. Summer 1942 was definitely pushing things to the limit. I figured that by successfully attacking late, I could delay U.S. shipbuilding, U.S. mobilizations, and the U.S. comeback. I did not plan to take a single hex in China.

My research plan was to research MAGIC to help fight the U.S. submarines, adding cards in 1943 and 1944. I planned to put the 1939 intelligence RP into a spy ring in Western Allied atomics, to slow down their atomic research. I did not plan to produce Wang infantry or the Indian National Army. I planned for breakthroughs in air, naval, and military.

I hoped to build 11 eNAS in 1940, 12 in 1941, and three in 1942. In addition to the 12 at start, that would give me 38 eNAS. I would expand the Japanese air force pool to 25 AAF and produce all the Japanese infantry plus an armor unit or two. I planned to produce an air transport and a second paratroop. I planned to build no additional ships beyond a third CVL, to create two full carrier task forces.

I planned to send a single carrier to Pearl Harbor, to take advantage of the rule that limits the U.S. to using only half their destroyers if Pearl is attacked. The rest of the carriers would help establish the perimeter. With a late start, my oil reserves would be low, so I was going to be very conservative with my fleet. I would keep the fleet in being and allow the U.S. to take whatever it

wanted, but hopefully only a hex or two per turn.

1939

Fall. Germany conquers Poland. I take Warsaw on a 2.5:1, overrunning a couple of Polish infantry to do so. Losses are around 12 BRPs of units. German raiders kill two transports. I scrap the Graf Zeppelin and build a destroyer. I build out all the Axis air. Britain mines the Norwegian waters.

Winter: I attack the Netherlands, Belgium, and Luxembourg, without loss. The German harbor attack against Gibraltar kills a cruiser and two destroyers. I forgo building a submarine to build a destroyer. I will start the Spring turn with six 4o6 armor, the two 2o6s, and all 30 AAF. Russia demands the Finnish border hexes and gets them without a fight.

1940

Germany begins the year with 210 BRPs.

Spring. Italy declares war. I attack into France. The attack leaves Axis units adjacent to Paris, and England faces the threat of invasion and airdrop. I invade Norway, and drop a paratroop there to impede British intervention. Italian infantry march into Tunisia. I add an Italian 2o5 armored unit, one air factor, a Muslim partisan, and three submarines. I plan to use a submarine in the Mediterranean. Tim decides to give up on France and discourage an invasion of England. He also sea transports infantry into Norway and kills my airborne.

Summer. I achieve an air range result and a torpedo result. Tim achieves an air range and an ASW result. Tim left a bunch of air over his fleets, which were stationed in Southampton. Air attacking the port in the combat phase forces him to stay while we kill each other off, so that his fleets would not get hit. Paris falls. Tim manages to keep enough French alive to contribute two to the French Surrender Level, which is a net zero. I don't establish Vichy. The North African colonies go Free French, while Lebanon-Syria remains neutral. Oslo falls. Supply succeeds to North Africa, at the cost of a destroyer and a cruiser. Tim abandons Norway and concentrates on defending Britain. He sends some units to South Africa. Russia does not demand Bessarabia.

Fall. I flirt with invading Britain because I have a larger air differential than I expected, but his ground defense is pretty good, and I wanted to invade Russia anyway. I roll for the minors and get Hungary as an ally, Rumania as an associated minor, and get BRPs (but not hex control) from Bulgaria. Yugoslavia provides 10

BRPs, and Finland provides BRPs. Spain is called, but remains neutral. In the case of Rumania, I actually get Bessarabia as well, and hope to take advantage of this with a strong advance in the south. With Axis air cover, North Africa is easily supplied. I build a railhead in Tobruk. A 4o6 and a 2o6 join the 2o5 already there. Ten Axis air also redeploy within range of Egypt, which faces a serious threat.

Winter. The sub war starts to take a serious toll. Tim loses seven transports and can't rebuild them all. I break through in Egypt, and am in position to take Cairo and cross the Suez Canal. Tunis falls. Tim deploys a sizable force (4o5, two 2o5, 3x4) into Algeria to contest my advance.

1941

Germany begins the year with 340 BRPs.

Spring. I achieve a second torpedo result; Tim obtains a second ASW result. I am able to take Cairo and cross the Suez Canal, taking Port Said. I refrain from walking into an empty Alexandria or attacking Suez, to help Rob out by keeping tensions down. He is trying to hold off his initial attack until Summer (!) 1942, but also wants to maintain surprise. The raiders evade detection and sink three transports. Sub warfare has lopsided rolls, resulting in the loss of eight more transports, plus three inverted. I leave 10 AAF over Suez in an attempt to prevent supply. My armor pulls out to reinforce Barbarossa. I add another Italian 2o5, two air factors, another Moslem partisan, and two submarines. Tim easily brushes aside my air with 50 fleet factors and supplies Suez. For good measure he builds a fort. He will hold it. I advise Tim to start checking the British surrender level. He sees that it is below zero and changes his builds to keep it at +1. This process will continue for several turns.

Summer. The initial invasion of Barbarossa manages to kill or surround most of the Russian army. Another good turn of submarine warfare prompts the Allies to pull all their transports out of the Atlantic SW box; the Allies don't expect to have any functioning transports after the next round of sub attacks, so clear the box voluntarily to avoid the sunk transports that would have cleared the box involuntarily. The delayed entry of America is helping here. The Finns make some progress in taking back their border hexes. In North Africa, I leak around Suez and into Palestine and Trans-Jordan. I prepare to fight a war of attrition in Algeria. Tim surrenders a lot of territory in Russia, including most of the forest hexes around Leningrad. He defends strongly

in the south. He has no intention of letting me get into his oil fields! In the Middle East, Tim sends the cavalry in from Basra, but it will take time to arrive. Meanwhile, Suez is surrounded – but still under Allied control.

Fall. There is little for me to do in Russia, other than gobble up territory. Sevastopol falls. The strong defense in the south prevents me from doing much other than moving adjacent to his line. I forgo any attacks, hoping for a good winter die roll, as I have one winter preparation result. Russia still holds Dnepropetrovsk and Kharkov. I am able to isolate Leningrad and take almost all of the forest hexes in front of Leningrad and Moscow. The Finns walk into their remaining border hexes. In North Africa, attrition against the Algerian force eliminates two strong units. Britain is relying on the limited colonial supply source, as there is no oil to offset the army oil effect even if full supply were traced from London. This results in Tim's abandoning North Africa, an unexpected consequence of having no transports. Another consequence of emptying the SW box was to (ironically) avoid the modifier for losing more than five transports in a turn. There would have been a chance of U.S. entry in the Fall if this modifier had been incurred in Summer and Fall. (Editor's note: A rule change has now eliminated this modifier altogether.)

Winter. I announce a winter preparation result. The winter effect after modification is a '5'. I am able to take both Dnepropetrovsk and Kharkov, one on a 3:1, the other on a 2:1. Elsewhere I simply move up my infantry. In Africa, I take Algiers and finally actually occupy Alexandria. The U.S. will enter this turn. The Allies will avoid the worst of the happy time by deferring re-entry into the Atlantic SW box until the end of their Spring 1942 turn; however, they continue to suffer the 25 BRP penalty for no Atlantic transports each turn (there are 5 transports in the Indian Ocean). To avoid surrender in 1941, Tim deficit spends to build units in Britain. This reduces the British base to 44 in the 1942 YSS.

Pacific. With no attack in the Pacific, the U.S. is able to take some chances with a forward defense and its carrier placement. Rabaul is strongly defended in the hopes of holding it through the eventual Japanese onslaught, since it is such a difficult place to retake if it does fall. It is also clear that the British will not be able to provide much assistance in the Far East.

1942

Germany begins 1942 with 431 BRPs.

Spring. Germany calls Sweden and brings them into

the war. Swedes begin deploying into Russia. Morocco falls. I fortify Kharkov. Russia builds and waits for the summer attack.

Pacific. Rob realizes he has forgotten to put an RP into ASW research!

Summer. I obtain a third torpedo result, at the expense of moving two RPs from submarine production into torpedo research. The Allies announce a third ASW result. I call Spain, with no result. The Germans surround Moscow and Gorki. In his turn, Tim breaks the encirclement with attrition.

Pacific. Rob survives a tension roll that could have eliminated surprise and proceeds with his initial attack. He sends a single carrier to Pearl Harbor to take advantage of the rule that halves the DDs that can be used to carry units if Pearl is attacked. He uses the rest of his carrier force to take the British and Dutch possessions. Keven has strongly defended Rabaul, and it will take Rob several turns to actually take it. The single Japanese carrier actually catches an American carrier in Pearl! However, Rob's surprise roll is low and no NAS get through to make an attack.

Rob's strategy was new to Keven, who had seen early attacks and Winter 1941 attacks with low tension, but never a deliberate strategy to delay the oil embargo and U.S. entry. It produced the desired couple of turns delay in U.S. mobilizations, had some small effect on overall Allied BRP and RP levels, and probably had some effect on naval and air buildup for the Pacific map offensive – although Mike's success on the European map was probably more decisive in the latter. One difficulty that Rob's strategy caused Japan was an overall smaller number of DDs, even though the attack came later. Japanese shipbuilding had been kept low to avoid the tension increases, which hobbles the Japanese. Rob increases his shipbuilding to four.

Fall. I surround Moscow and Gorki again. This time the bag is drawn a bit tighter. A number of Russian units die of isolation. The Swedes and Finns, with a little help from German air, take Leningrad on a straight 2:1. Moscow also falls.

Pacific. Rob takes Rabaul on a 2:1, after an 'a' result on the first roll. This results in a weak defense, and the U.S. immediately re-invades on the Allied player turn. The Allies launch a diversionary invasion of Wake (also weakly defended by Japan) at the same time. Rob decides to counter only the Wake invasion (which is clearly less supported) due to his desire to conserve oil. (Since Japan started the war in Summer 1942, it began with a weaker oil situation than normal.) The counter-

interception fails and both invasions succeed. Rob announces an air range result for Japan.

Winter. I announce a second winter preparation result, and the winter roll allows me to attack. Gorki falls. Vologda is isolated. In his turn, Tim conducts a clever attrition that leaves five of my armored units overstacked in an isolated Gorki. I could restore supply in my Spring turn, but not before three armor would be eliminated to correct the overstacking. Instead, I suggest that Tim calculate the Russian resistance level, as he may want to deficit spend to avoid surrender. The resistance level is (barely) negative, but Tim doesn't want to deficit spend; he did enough of that with Britain! Russia offers to surrender, and Germany accepts. Peace will be guaranteed only through the Spring turn, and Russia will have the option of declaring war in Summer. The surrender will require Russia to send Germany the value of an IC in Spring, and cost Russia 35 BRPs to declare war in Summer. After losing 55 BRPs of its 1943 total, Russia would have to be conservative in its attacks. One interesting consequence of the surrender is that Russia reclaims Gorki (it was isolated) – no "trick" is beneath Stalin when there is something he wants! The overstacked German armor is safely repatriated, however.

1943

Germany begins 1943 with 521 BRPs. I am looking forward to a lot of BRP base growth in the 1944 YSS, but have forgotten the rule that limits growth based on conquests! I achieve a second air range result and a fourth torpedo result, matching the second air range and fourth ASW results of the Allies. This made the fourth year in a row that Germany matched the new Allied modifiers in the Atlantic! The Allies do slowly begin to accumulate modifiers for CVEs, but Germany is still doing well in the Atlantic.

Spring. Sitzkrieg in Russia. I fortify Moscow and hope to hold Russia in place for the year. After a long siege, Malta finally falls to a German airborne drop; I would only hold it for two turns! Tim has managed to retain control of Vologda, so he will get Western Allied BRPs to Russia in Summer and Fall. Tim builds Russians. The Western Allies deploy a full complement of transports in the Atlantic box, and look forward to better times.

Pacific. Rob blows out on his ASW roll, and the U.S. subs really start to hurt. After isolating Rabaul for three turns, Rob has a plan for taking it. He did not want a straight winner-take-all fight with the U.S. fleet.

Instead, with his second airborne in range of Rabaul, he sea transports an air transport from the coast of Thailand to Lae. If the U.S. intercepts the sea transport, Rob can force the U.S. to commit their fleet by threatening to counter-intercept. This would then leave him free to invade Rabaul. Keven declines, so Rob attempts to take Rabaul on a straight 2:1. Rob, certain of his ability to roll poorly, offers to bet \$50 that he will roll two '1's on this attack. This is a bit out there, even for Rob, and unwilling to take his \$50, I decline. He rolls a '1' on the first roll! The second roll goes well however, and he finally takes it. Rob increases his shipbuilding to five.

Rather than retaking Rabaul, the U.S. will leave it to eventually wither in isolation while the Allies go directly to Hollandia and work their way towards the Philippines.

Summer. I wait to absorb Tim's attack in Russia. With the Allies able to invade, I strengthen the defense of France with additional infantry, armor, and air. In the Middle East, the Allies reach Suez in force and relieve the Axis siege. Seeing France well-defended, the Allies land in North Africa (Oran), cutting off Morocco and threatening to take Algiers. Tim declares war with Russia and attacks, gaining a few hexes in central Russia.

Pacific. At my request, and because I had sacrificed advancing in the Middle East to support his Summer 1942 DoW, Rob agrees to declare war on Russia! He is feeling fairly flush with BRPs anyway.

In response, Tim fortifies Vladivostok, which Rob will never take. But the BRP grants via Siberia drop from ten to five, and Tim suffers attrition losses each turn.

Fall. I counter-attack in Russia and regain the hexes. The Allies take Algiers and successfully invade Malta and Tunisia. Tim attacks again in central Russia, gaining a few hexes. The Allied build-up near Suez threatens a breakthrough across the Nile.

Winter. I attrition and re-gain the Russian hexes lost in Fall. In North Africa, I know that I can't hold out for long. I actually send a German 3x3 into Ethiopia to prolong its survival, which amuses me and surprises Tim. I withdraw the rest of my units from Egypt to make a last stand at Tripoli. I defend Sicily, but defend Italy more strongly, figuring a landing in Sicily is more desirable than a landing on the mainland. Tim, in an effort to speed things along, takes a 1:1 attack on Tripoli ... which blows out. This hurts, because it will take a couple of turns to get the units into position again. The invasion of Sicily at 2:1 succeeds. Tim sends more

units to Ethiopia. In Russia, Tim has run out of BRPs and simply attritions. I eliminate a number of frontline units to prevent advances. Although we did not play beyond the 1944 YSS in Europe, I should probably have conceded the hexes; it would not be easy to get units to replace the losses into position.

Pacific. The U.S. and Japan spent 1943 fighting over western New Guinea and the Indonesian islands off its coast. The U.S. re-established positions in the Gilberts. End-of-the-year invasions of the Marshalls, Brunei, and the southern Philippines put the U.S. in a strong position on the Pacific map.

1944

I finally realize that most of the German leftover BRPs from 1943 are wasted. My conquests limit growth to a mere 30 BRPs, when I had hoped to grow my base by 100. In retrospect, I could have been more aggressive, attacking in Russia and causing some additional casualties.

At this point we stopped play in Europe. By playing ahead, Rob and Keven did get several turns into 1944 on the Pacific map. With Rob playing a conservative game to save oil – and because the U.S. sub campaign was every bit as effective as the German sub campaign – the Pacific turns went more quickly.

By Fall 1944, the U.S. has successfully invaded Rangoon, Singapore, Palembang, the northern Philippines, the Carolines, Iwo Jima, and Okinawa. However, the Western Allies had “blown out” on an early nuclear research roll, so there would be no A-bombs available. Rob has successfully gathered an enormous army and kamikaze force in Japan. Unfortunately it was late and our brains were fried trying to reconcile two very different U.S. positions (end of 1943 and end of 1944), so we didn't do the big invasion that Truman was able to avoid.

Adjudication. In Europe, with the Axis still in Moscow and still holding out in North Africa and Italy, the Allies were at least a year behind schedule. The European theater was adjudicated to end in Fall 1946.

In the Pacific, Keven was well positioned to advance quickly. Nevertheless, the slower U.S. mobilizations and delayed shipbuilding because of the late Japanese attack were causing delay. The Pacific theater was adjudicated to end in Summer 1945, for a one turn Allied victory.