

2008 South Bend MiniCon Game Report

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This was a European Theater only game. This was also the “newbie” game at the MiniCon. Kim had played only a few games before, and the two Allied players were playing in their first game ever. As might be expected, there were a number of mistakes made in both rules interpretations and strategies. Because this was a “friendly” game, players were allowed to take back errors to allow the game to proceed smoothly.

Errors that might be of interest to others who are just learning the game are commented on in Italic type.

The game ended in Winter 1942 because the players were just learning the rules and played very slowly. For purposes of comparison, the other players at the MiniCon played a global game through to Winter 1944.

Research results are reported at the start of each turn only if the players announced them at that time. Otherwise, they are reported as they came into effect in the course of the game. For example, ASW results are reported in the sub war section of each turn.

Fall 1939

Research: The WA place a military spy ring in Germany.

Diplomacy:

The Axis announces one DP in USAT.

The Axis rolls a two for Yugoslavia with no DPs, with a +1 net modifier, to no effect.

The WA roll a one for Ireland with two unopposed DPs, so Ireland is tranquilized.

Russia declares war on the Baltic States.

Russia demands the Finnish Border Hexes with one unopposed DP, -1 for low RGT, -1 for troops on the border, +2 for demands and +1 natural, for a net modifier of zero. A roll of two gets the FBH without a fight.

In retrospect, it would have been better to wait one turn and build the two Russian paratroopers and place them on the border. This would have given a -2 modifier for 20 ground factors of troops on the border, for a net -1 modifier. Russia got one more BRP in Winter 1939 that was completely useless, so it gained nothing for its impatience.

Atlantic Ocean Raiders:

Two BB2s raid. The British play a strategic card and roll a six. Two BB4s, a BB3, and a CA2 intercept. Both BB2s are sunk, and the CA2 is damaged. No transports are attacked.

Atlantic Submarine SW:

An ASW card and a Sub card offset each other, for a net +1 DRM. Germany rolls a 10, for a 0/2 result, modified to 1/2. The sub is not damaged or sunk. Britain loses eight BRPs.

Poland falls to Germany with a loss of two 3x3s and two AAF, for 12 BRPs worth of forces.

Germany spends 50 BRPs on builds, including a sub, a CA2, 12 AAF, and a 4o6.

Italy mobilizes a 2o5, an AAF, and a NAS. Italy spends eight BRPs to build infantry, and adds three BRPs of naval builds.

France spends 20 BRPs to build two 3o5s and eight factors of infantry.

Britain spends 31 BRPs to build five AAF, one NAS, and 12 BRPs of shipbuilding. Three DDs are converted to one ASW.

The British player accidentally "built" a bomber that was already built and lost three BRPs from this error.

Russia spends 30 BRPs to build three 3o5s, two AAF, and two paratroopers.

The US spends three BRPs on naval builds.

Tensions:

USAT: 1

RGT: 0

Winter 1939

Research: None announced.

Diplomacy:

Italy declares war on the WA.

The Axis announces one DP in USAT.

Germany rolls a five for Hungary with no DPs and a net modifier of +4 and gains association.

This is later taken back because it is realized that it will increase RGT too much and limit Germany's ability to maneuver diplomatically. It is unwise for Germany to roll for any of the Balkans too early in the game.

Atlantic Ocean Raiders: None.

Atlantic Submarine SW: A +1 modifier, a 2/1 result for transports, and one sub is damaged. Britain loses eight BRPs.

Britain has no ground forces, three NAS (BNAS), and a task force (TF) in Malta.

Leaving Malta with no garrison was an error, so two replacements were retroactively sent to Malta. Placing the NAS and the TF in Malta was probably also a blunder, but we played through it. The BNAS were all dead in a few turns.

The British TF in Malta attempts to intercept supply to Tripoli. Five Italian AAF (IAAF) and a NAS (INAS) attack. Two BNAS, one INAS, and one IAAF die. Supply is cut. The TF changes base to Port Said.

Mutual attritions in North Africa do nothing.

Germany spends 50 BRPs and builds four 4o6s and a paratrooper, accelerates the Tirpitz, and double accelerates the Bismarck.

The Axis player forgot to record the two BRPs spent on the raiders last turn. This should have limited his spending to 48 BRPs in the Winter turn.

Italy builds nothing.

Britain spends 11 BRPs to build two NAS and nine naval.

The Brits probably should have spent more to lay down some DDs. They got one BRP of growth from the 12 left unspent in 1939. Britain later lost many more BRPs because of sub attacks opposed by an understrength ASW force.

France spends three BRPs on naval builds.

The WA player didn't realize that France should build more ships to affect the FSL. In 1939, France should spend as many excess BRPs on shipbuilding as possible.

Three DDs are converted to one ASW.

Russia spends 30 BRPs to build three AAF and 21 infantry factors.

The US spends three BRPs on naval builds.

Tensions:

USAT: 4

RGT: 2

YSS 1940:

BRPs:

Britain: 171

France: 91

US: 147

Germany: 180

Italy: 70

Russia: 130

DPs:

WA: 6

EuroAxis: 6

Russia: 5

The WA and EuroAxis should have had 7 DPs each. The US and Warsaw were overlooked.

RPs:

WA: 16

EuroAxis: 14

Russia: 8

Spring 1940

Research: Nothing announced.

Diplomacy:

The Axis declares war on Belgium & Luxembourg, the Netherlands, Denmark, and Norway.

The Axis calls Greece, with one unopposed DP, and a net +2 modifier. A two is rolled, so there is no effect.

The Axis announces one DP in USAT.

Russia demands Bessarabia, with two unopposed DPs, -2 for France not yet fallen, -4 for 40+ ground factors on the border, -1 for low RGT, +1 for Russian expansion in E. Europe, +2 for demands, +4 natural, for a net modifier of -2. A roll of four gains Bessarabia without a fight.

The modifier for France not fallen affects only Axis rolls, not Russian rolls. The modifier should have been zero (-2 - 4 -1 + 1 + 2 + 4 = 0). The roll of four would have allowed Rumania to fight. This was a significant rules blunder.

Atlantic Ocean Raiders: None.

Atlantic Submarine SW:

ASW and Sub cards cancel. Three ASW and two subs battle. The net modifier is +1. Germany rolls a 10, the UK rolls a seven, so two transports are sunk and one damaged and one sub is sunk and one damaged. Britain loses eight BRPs.

France and Germany both lose five AAF in counterairs.

Denmark, Luxembourg, and the Netherlands are conquered and occupied. Belgium survives, with a 2x3 and a 1x3 in Brussels. German troops also attack into France.

Norway is invaded.

The Axis player initially did not invade Norway. A more experienced player explained that it is legal to conquer Denmark and place an airbase there during the same round, which allows Norway to be invaded by an airdrop. The Axis player did this and also invaded by sea.

The Allies attrit on the Western front. Three German and two Italian replacements die, and a hex is gained in France south of Brussels.

A limited offensive in N. Africa kills an Italian 1x3, and exploitation cuts off supply to two Italian 2x3s in Libya. Mutual attritions in North Africa do nothing. The last BNAS in Malta is killed. Supply to Malta is cut, so it is at isolation level one.

Germany spends 49 BRPs to build seven AAF, a second paratrooper, two subs, a 3x3, and two 4x6s. Germany adds a shipbuilding point (SBP) to increase its level to three.

Italy spends 16 BRPs on naval builds, launches two BB4s, and builds a replacement.

France spends 17 BRPs on two infantry factors and five AAF.

Britain produces five BRPs of air, builds a newly produced AAF and a newly produced NAS, and defers one BRP.

Britain spends 19 BRPs to build a NAS and an AAF and 15 naval. Three DDs are converted to one ASW.

Russia builds nothing.

The US spends three BRPs on naval builds.

Tensions:

USAT: 9

RGT: 6

Summer 1940

Research:

The WA announce general research breakthroughs in Atomic, Air, Intelligence, Military, and Naval.

The Axis announces general research breakthroughs in Air, Intelligence, Military, and Naval.

Russia announces a general research breakthrough in Military.

The players mistakenly thought that they needed to announce their general research results to use the bonuses for their other research rolls. This is not required, and general research results are never announced unless spy rings are involved, and even then only the code names are used.

Diplomacy: None

Atlantic Ocean Raiders: None

Atlantic Submarine SW: The WA announce an ASW result. A sub card is played. The net modifier is +1. The Axis rolls a nine and the UK rolls a seven. Three transports are sunk and one damaged. One sub is sunk and one damaged. Britain loses eight BRPs.

On the Western front, 16 GAAF counterair 16 BAAF in three separate engagements. The WA announce a radar result. Five BAAF and nine GAAF die. Counterairs also kill four FAAF and three GAAF.

The players mistakenly thought that radar affected counterairs, which partially explains the greater losses of the Germans.

Germany rolls badly on ground attacks on the Western front and loses two 4x6s and two more AAF. Belgium is conquered, and a British 3x4 is in the pile of dead Allies.

Germany conquers Norway without loss.

An Italian TF escorts a 1x3 to Tripoli unchallenged.

In a limited offensive, two IAAF and a 2x3 attack a British 2o5. Both ground units die.

Attritions in N. Africa achieve nothing. An Italian 2x3 dies OOS.

A complicated series of sea battles occurs in the Med. Italy tries to sea transport units escorted by nine factors of lights. The Royal Navy tries to intercept with two TFs. Strategic cards offset. One British TF intercepts successfully. Two Italian TF counterintercept.

Restrictions on Anglo-French cooperation have expired, so two French TFs counter-counterintercept a single Italian TF, one from Marseilles and one from Algiers.

The Marseilles TF and the TF from Genoa square off. The Axis plays a tactical card.

French CG1: three BB3s, DD9
Italian CG1: BB4, two BB3s, DD6

An Italian DD2 is sunk. Two French BB3s are damaged and a French DD2 is sunk.

The French go back to Marseilles.

The Algiers TF and the Genoa TF square off.

French CG1: two BB3s, CA12
Italian CG1: BB4, two BB3, DD4

First round: An Italian BB3 is damaged and a DD1 is sunk. A French CA2 is damaged.

The damaged ships go back to port.

Second round: Once again, an Italian BB3 is damaged, an Italian DD1 is sunk, and a French CA2 is damaged.

The Italians return to Genoa. The French return to Algiers.

The British and the other Italian TF now engage. Two Italian subs try to counter-intercept. Two British subs succeed in counter-counterintercepting and sink a CA2. One Italian sub counterintercepts, attacks, and misses.

The British launch an air strike. A NAS dies and no damage is inflicted on the Italians.

British CG1: BB4, two BB3s, CA12, and a screened CVL2.
Italian CG1: BB4, two BB3s, CA4.

The BBs shoot at each other. An Italian BB3 is damaged. The lights fight. An Italian CA2 is sunk and another CA2 is damaged. A British CA2 is sunk.

The Italian TF withdraws. The escort attempt is aborted before the second British TF joins the fray.

The British advance into Tripoli and displace an Italian sub and an airbase.

The WA attrit. Three German replacements and an Italian replacement die. A second British 3x4 and two French 2x3s die OOS on the Western front.

Supply to Malta is cut, so it is at isolation level two.

Germany spends 50 BRPs to build 13 AAF, two infantry factors, and nine naval.

Italy spends six BRPs on naval builds, five on infantry, and six on air, spending 17 BRPs in total.

France builds two AAF and 12 infantry factors.

Britain produces and builds a 3x4 and defers two BRPs.

Britain produces two more AAF, using one deferred BRP.

Britain builds seven AAF and spends 15 BRPs in naval builds, for a total of 39 BRPs.

Three DDs are converted to one ASW.

Russia mobilizes its eighth IC, which is built in Kuibyshev.

The US spends three BRPs on naval builds.

Tensions:

USAT: 12, triggers M1

RGT: 11, triggers M1

Note that the addition of an IC when RGT hit 10 adds one more tension point, so if tensions are at 10 when Russia starts its turn, they will be at 11 when Russia ends its turn. The Russian player missed this, but it did not affect the course of the game.

Fall 1940

Research: Nothing announced.

Diplomacy:

The Axis announces one DP in USAT.

Russia rolls for Turkey with two unopposed DPs and a -1 from Britain occupying two cities in Libya, for a net -3 modifier. The roll is four, to no effect.

Atlantic Ocean Raiders: None

Atlantic Submarine SW:

The UK announces a second ASW result. The Axis plays a sub card. The modifier is -1. Germany rolls a nine for a result of one damaged transport. The Brits roll an eight and sink one sub and damage three more. Britain loses six BRPs.

Germany launches a harbor attack at Gibraltar and sinks a BB3 in port. The British do not raise it before the game ends.

Germany counterairs again. Seven GAAF and nine BAAF die.

Once again, radar is counted as a modifier in counterairs by mistake.

The last five FAAF also die but they take four more GAAF with them. C'est la vie.

A 26:12 attack on Paris rolls a three and the capital falls. C'est la guerre.

France surrenders. Paris has fallen but Lyon and Marseilles have not, so the cities modifier to the FSL is +2.

The French Fleet has 24 intact fleet factors, 10 damaged fleet factors, and six under construction on the "2" row or better. The damaged and incomplete factors count at half-strength for a total of $24 + 8 = 32$ fleet factors. This gives a +2 modifier to the surrender level.

The 37 surviving ground factors give a -4 modifier.

The Fall turn gives a -2 modifier to the FSL.

No DPs or Franco-British cooperation research results were used to modify the FSL.

The net result is $+2 + 2 - 4 - 2 + 0 + 0 = -2$.

The WA player belatedly realized that the French should have burned all of their extra BRPs building more ships. One more fleet factor would have given a ships' net modifier of +1, which would have made the FSL a -3, the best possible result for the WA.

Vichy is formed. All colonies go Vichy. The WA select a BB4, the Richelieu, as their capital ship. It goes to Glasgow to be completed.

The WA completely forgot about the Free French AAF, CA2 and DD1 until 1942. Not every rules mistake was anti-Axis.

Supply to Malta is cut, so it is at isolation level three.

Italy moves infantry and air to Tripoli.

Germany begins to redeploy east.

A British attrition at Tripoli does nothing.

Germany announces a strategic bomber result and produces and builds one SB and one interceptor (INT).

Germany spends nine BRPs to build two subs and launch the Bismarck. Germany also builds eight AAF, two 4o6s and three infantry factors, for a total of 50 BRPs.

Italy launches a CA2 and a repaired BB3. It also spends seven BRPs to build one replacement, an IAAF, an INAS, and a 2x3.

Britain produces a transport and spends 30 BRPS on air builds and 9 BRPs on naval builds. Three DDs are converted to one ASW.

The records for the British builds are incomplete for Winter 1940, 1941 and 1942, so this is the last entry for British construction & spending.

Russia builds nothing.

The US spends three BRPs on naval builds.

Tensions:

USAT: 16

RGT: 22, M1 second phase is Fall, M2 starts in Winter.

Winter 1940

Research: None announced.

Diplomacy:

The Axis rolls for the Balkans.

Bulgaria: net modifier is +4, roll is 6, full alliance.

Hungary: net modifier is +6, roll is 5, full alliance.

Rumania: net modifier is +7, roll is 6, full alliance.

Yugoslavia: net modifier is +2, roll is 6, hex control.

The WA call Spain with two unopposed DPs and a +1 modifier and roll a three, to no effect.

Atlantic Ocean Raiders:

The Bismarck and a BC3 move to the Murmansk box and raid. A CA2 intercepts. The raiders damage the CA2. The Brits decline to intercept on the return leg.

Atlantic Submarine SW:

The Germans get a 4/2 result and the British get a 1/1 result. Britain loses 11 BRPs.

The Axis bombs Birmingham with 30 AAF, one INT, and one SB. Britain opposes with 20 AAF. The RAF rolls a five with a +1 modifier for a 7/7 result. The Luftwaffe rolls a 10 with a -1 modifier for a 8/8 result. Five bombers and 13 escorts survive. The AD level is three and a 0/2 result is rolled. Five bombers get a 3/2, for five BRPs. Three bombers get through and add nine more BRPs, for a total of 14 BRPs of damage.

The Axis attempts to sea transport a 2o6 and a 2o5 to Tripoli in separate TFs. British subs and a TF try to intercept. Italian subs try to counterintercept. A CVL2 is damaged by a sub and returns to Tobruk. An Italian CA2 is sunk by a sub.

One Italian TF and the British TF engage in fleet combat. Tactical cards offset.

British CG1: BB4, two BB3s, CA10.

Italian CG1: BB4, two BB3s, CA4, plus DD3 that are screened.

Italy loses a BB3 sunk, a BB3 damaged, and a CA2 damaged. The Royal Navy loses a CA2 damaged.

The Italians all retreat and no tanks get through to Libya. A British 2o5 is attacked and destroyed. Two Italian 1x3s die OOS in Libya.

Supply to Malta is cut, so it is at isolation level four.

Germany spends 18 BRPs and builds four AAF and three subs. Italy spends two BRPs on infantry.

Russia mobilizes and builds a ninth IC.

The US spends three BRPs on naval builds.

The records for the US builds are incomplete for 1941 and 1942, so this is the last entry for US construction & spending.

Tensions:

USAT: 21, triggers M2

RGT: 28, M2 starts

YSS 1941:

BRPs:

Britain: 160

US: 295

Germany: 305

Italy: 70

Russia: 176

DPs:

WA: 7

EuroAxis: 12

Russia: 5

RPs:

WA: 11

EuroAxis: 17

Russia: 10

Spring 1941

Research:

Russia places a spy ring in Turkey. Germany has four DPs there.

Diplomacy:

Germany rolls a two for Spain, with three Axis and three WA DPs. No effect.

The Axis announces one DP in USAT.

Atlantic Ocean Raiders:

The Bismarck and a BC3 raid. They sink one transport. On the return voyage, a BB3, BC3, and CA2 intercept. The BB3 is damaged.

Atlantic Submarine SW:

Both sides get a 1/3 result. Britain loses 15 BRPs.

Germany bombs the UK with 27 AAF, an INT, and a SB. Four BAAF, four GAAF, the INT, and the SB all die. Four bombers get through and do 10 BRPs of damage.

Italy once again tries to sea transport troops to Libya. Britain succeeds in intercepting a TF with its own TF from Tobruk. Two Italian subs counterintercept. A BB4 and CA2 also counterintercept. A second Italian TF counterintercepts. Two British subs counter-counterintercept.

The Brit subs sink a BB3 and damage another BB3. The Italian subs damage a BB4 and a BB3. All damaged ships return to port.

Tactical cards offset as fleet combat commences. No damage is done by either side. The British retire. The transports get through to Tripoli.

Germany spends 50 BRPs to build eight 4o6s, one replacement, and three AAF. Germany increases its shipbuilding rate to four.

Italy spends 11 BRPs to build a 2o5, a 1x3, and six naval.

Three DDs are converted to one ASW.

Russia mobilizes three 3x3s, defers one BRP, produces two 2x3s and a 1x3, and builds all 14 factors of infantry. Russia also mobilizes and builds its tenth IC.

This was illegal. The force pool does not include any more 2x3s or 1x3s for Russia. Russia should have combined the 10 BRPs of mobilization with 5 BRPs of production and built five 3x3s instead.

Also, one of the 3x3s would have been forced to garrison Leningrad or Moscow to comply with the 50% rule for produced units before war breaks out.

Tensions:

USAT: 27

RGT: 34

If Hungary had associated with the Axis in Winter 1939, then RGT would have been at 40 and surprise would have been lost for Summer 1941. In other words, don't roll for the Balkans too early in the game.

Summer 1941

Research: Nothing announced.

Diplomacy:

Germany rolls for Turkey. Four Axis DPs, two Russian DPs, one WA DP, and a Russian spy ring make a net modifier of zero. A two is rolled, for no effect.

Germany declares war on Russia.

The Axis announces one DP in USAT.

Atlantic Ocean Raiders:

A BB4 and BC3 raid. One transport is sunk. A CA2 intercepts on the return leg. The BC3 and CA2 are damaged.

Atlantic Submarine SW:

The modifier is -1. Five subs roll a 10, five ASW roll a seven, for three transports sunk, one transport damaged, one sub sunk, and two subs damaged. Britain loses 18 BRPs.

At the start of Barbarossa, there are no Finnish, Spanish, Vichy, or Italian units on the Eastern front. Rumanian and Hungarian units are present. Germany has a few unbuilt armor and air. Germany has no heavy armor units.

Germany commences Barbarossa with two counterairs of five RAAF with three GAAF. Three GAAF die, two RAAF die, and eight RAAF are inverted. Six RAAF are not counteraired.

This was probably an error. The Axis usually counterairs all of the Russians during Barbarossa's initial phase.

A rules error was made when the players failed to set the Russian ANDRM to zero for the German player turn. This made German losses higher and Russian losses smaller than they should have been.

Germany launches three attacks at 3:1 odds and loses two 3x3s. Russia loses two 3x3s, two 2x3s, and two 1x3s. German armor exploits and tries to cut off supply to the Russians. The Russians are split into three zones.

In the north, the units are in supply and not in a ZOC. They can move and then TR. They retreat behind the Dvina River.

In the area around the Pripyet marshes, supply is not cut and the units can move. However, ZOCs, the swamps, and the restrictions on Russian movement in the first turn prevent them from escaping. They try to move into positions that will block and delay the German advance in the Fall turn.

In the south, the units are cut off from supply. The Russian player calculates that it is cheaper to conduct a full offensive and launch attacks at 1:2 and 1:3 odds to kill these units than it is to suicide them and rebuild them at double cost. Surprisingly, four out of five attacks at long odds succeed in killing Axis troops. All of the Russian forces are eliminated, along with two 4o6s and two Rumanian 1x3s.

Germany conquers Eastern Poland.

Italy takes Malta with no loss. Axis forces move towards Tobruk.

Germany produces two strategic bombers, two interceptors, and a Wafdist.

Germany spends 50 BRPs and rebuilds all seven AAF and three 4o6s. The Wafdist and the new SBs and INTs are not built.

Russia spends 45 BRPs and builds two 3o5s, 30 factors of infantry, and one AAF. Only a few units are left unbuilt in the Russian force pool. Russia builds a partisan for free.

Tensions:

USAT: 34, triggers M3

The WA player forgot to begin the construction of CVEs and transports and the conversion of US DDs into ASW when tensions hit 34. This increased the losses in the Battle of the Atlantic.

Fall 1941

Research: None announced.

Diplomacy: None.

Atlantic Ocean Raiders:

Two BB4s raid. A CA2 intercepts. The CA2 and a transport are sunk.

Atlantic Submarine SW:

The modifier is +1 . The subs achieve a 6/1 result. Britain loses 19 BRPs.

The WA player didn't realize that more than one ASW result was possible and didn't research it this year. He found his mistake and researched it in 1942. This oversight made the Battle of the Atlantic more costly than it should have been.

Germany launches attacks on the Russian front, but rolls badly. Germany loses two 4o6s and a 3x3. Russia loses a 2x3 and a 1x3 in these attacks.

The Axis attritions in Africa and kills a 1x3. A Wafdist is placed by the Suez Canal.

The British kill the Wafdist.

Eight factors worth of units are placed OOS in the swamps by the Germans. The Russians take a limited offensive, but the units all die with no loss to the Axis. Russia then attrits the Axis and kills two replacements.

The Russian units in the Urals box (a 3o5, two 3x3s, and an AAF) move to the front lines.

Germany spends 50 BRPs to build four 4o6, nine factors of infantry, and nine naval.

The Axis player built the Wafdist partisan but forgot to pay for it.

Italy builds six BRPs of naval.

Russia mobilizes three 3x3s. Russia spends 25 BRPs to build a 3o5, an AAF, and 16 factors of infantry. Russia has rebuilt its entire force pool. Russia builds a partisan for free.

Russia should have built the French partisan this turn, but the player forgot about it.

Tensions:

USAT: 38

Winter 1941

Research: Nothing announced.

Diplomacy:

The Axis announces one DP in USAT.

Atlantic Ocean Raiders:

Two BB4s raid and are intercepted by the Free French BB4, two BB3s, a CVL2, and a CA2. The Free French BB4 is damaged and the CA2 is sunk. On the return voyage, no more ships join the fray. A NAS is shot down.

Atlantic Submarine SW:

The subs get a 6/3 result and the ASW get a 1/2. Britain loses 18 BRPs. The UK takes the army, construction, and air oil effects.

The winter level is eight in Russia.

A 3:1 on Kiev kills a 3o5 without loss. A 3x3 dies as it eliminates a partisan.

Germany advances and conquers the Ukraine and Bessarabia.

More Italian infantry move to N. Africa. The Italians advance up to the Qattara Depression in Egypt. Attrition in Egypt kills two 1x3s. A Wafdist is built near Cairo and is killed, but a BAAF dies with it.

Russia attrits using the 61+ table with a +6 modifier. A roll of five gives a 5H/11C result. A Hungarian 1x3, two Rumanian 1x3s, six replacements, and two 3x3s die. The Russians take back five hexes.

Germany produces and builds a railhead in N. Africa. Two German 3x3s redeploy to Libya.

Germany spends 50 BRPs and builds 36 factors of infantry, six naval, a railhead, and a paratrooper.

The Axis player built the Wafdist partisan but forgot to pay for it – again.

Italy builds nothing.

Don Moody recommends that Axis players should use enough Italian units in Russia to take advantage of the Italian UCL, which is typically 20. In this turn, the Germans built their entire UCL and the Italians built nothing. A more balanced attack would cost the Italians some units which could be rebuilt by Italy and increase the joint Axis UCL limit for Russia from 50 to 70.

Britain has been pounded. Her BRP level at the start of Winter is seven. She ends with a BRP total of -37.

This is what the WA player recorded, but other players who have read this report suggest that his calculations might have been wrong. He might have burned the British base and then double-counted it by also subtracting from the BRP level for this turn.

Russia spends 21 BRPs to build a 3o5 and 15 factors of infantry. Russia builds a partisan for free. Russia also mobilizes and builds its eleventh IC.

Russia should have built the French Communist partisan, but the player forgot about it again.

Tensions:

USAT: 42, triggers M4

YSS 1942:

BRPs:

Britain: 74
US: 402
Germany: 329
Italy: 73
Russia: 266

DPs:

WA: 11
EuroAxis: 15
Russia: 6

RPs:

WA: 25
EuroAxis: 17
Russia: 12

Spring 1942

Research:

A Russian occupation policies result is announced.

Russia, the WA, and the Axis all use covert ops to influence the USAT roll.

Russia had a counterintelligence result that it could have used to nullify the Axis covert op, but the player forgot about it until it was too late. This would have caused the US to enter the war a turn earlier than it did.

Diplomacy:

Germany calls the Ukraine with five unopposed DPs and positive modifiers, rolls a four, and gets a full alliance. The Ukrainian army is placed on the board. A Russian partisan in the Ukraine is eliminated.

Russia should not have kept a partisan in the Ukraine when Kiev had just fallen.

Britain rolls for Spain with four unopposed DPs, rolls a one, and gets association. The extra 30 BRPs increase the British total from 74 to 104 for this year.

Allocating no DPs to Spain was an Axis mistake.

Atlantic Ocean Raiders:

Two BB4s raid. Two BB4s, a BB3, and a CA2 intercept. Tactical cards offset. A German BB4, a British BB4, and a British BB3 are all damaged. The slow and damaged Brits go home. On the way back, a BB4, two BB3s, a BC3, and a second CA2 join in. The other German BB4 is also damaged.

Atlantic Submarine SW:

A code breaking card is played by Germany. The WA announce an ASW result. The Axis gets a 4/5 result and the WA get a 1/3 result. Britain loses 14 BRPs. The UK takes the construction oil effect.

Germany counterairs in Russia, spending 14 BRPs on a limited offensive. Eight GAAF and seven RAAF die.

The Russian player moved most of his air out of German range to save BRPs after this. Counterairs are expensive, and Russia should be saving BRPs and growing as much as possible until 1943.

Germany attrits Russia with 100+ units, rolls a two, and gets a 9C/4H result.

Italy counterairs in N. Africa. Three IAAF and three BAAF die. Britain announces a CTL of 2. An Axis attack rolls a one and a 2o6 and 3x3 die with no loss to the British. Two Italian 2o5s, an Italian 3x3, a German 3x3, and two Italian 2x3s die OOS. A 1x3 and 2x3 move to Tripoli. A Wafdist is built in Iraq. A second Wafdist is built in Suez.

The British build a partisan in Paris. The Axis has nothing in France except replacements and can't move any other units adjacent to Paris to attack the partisan in the next turn. In theory, this would deactivate Vichy after the next Axis turn and put all French territory up for grabs. The players agree to allow Germany to retroactively put a replacement in Paris, and the partisan is built in La Rochelle instead.

Russia attrits using the 61+ table, rolls a four, and gets a 7C/4H result.

Germany spends 50 BRPs and builds a 2o6, 12 infantry factors, eight AAF, six naval, and two Wafdists.

Italy spends 21 BRPs and builds two 2o5s, ten infantry factors, and one AAF.

Russia mobilizes four 3x3s. Russia produces three AAF and an air transport and defers one BRP. Russia still needs a CTL increase to conduct paratroops.

Russia spends 56 BRPs to build an air transport, ten AAF, 21 infantry factors, and a partisan in France. Russia builds a partisan for free. Russia mobilizes the final IC and builds it.

The British launch two BB4s. The US also launches two BB4s.

Tensions:

USAT: 49

Summer 1942

Research:

Russia places a spy ring in the German military.

Britain places a spy ring in the German navy, but Germany uses a counterintelligence to kill it.

Diplomacy:

Germany calls Turkey with five DPs, two Russian DPs, two WA DPs, a Russian spy ring, and -1 for no cities held in Russia, for a net modifier of -1. A roll of six has no effect.

The US declares war on the Axis.

Atlantic Ocean Raiders: None

Atlantic Submarine SW: Cards offset. The WA announce an ASW result. The modifier is even. Nine subs roll a seven for a 1/5 result. ASW gets a 1/4, so four subs get through for a 5/5 final result. Britain loses 15 BRPs. The UK takes the construction oil effect.

German counterairs in Russia kill two GAAF and three RAAF. Germany announces a CTL increase to 3. Two attacks on two 3o5s kill both with no Axis losses.

Germany attempts a breakthrough with exploitation when the Russian player leaves a lone 1x3 just behind the front lines.

Don't leave a lone 1x3 in the second row if you are Russia. It's overrun bait.

An airdrop across a river on a stacked 3x3 and 2x3 allows a 2.5:1 (25:10) attack. A one is rolled in the first round, so five factors are lost. In the second round, another one is rolled on a 2:1 (20:10) attack. An exchange kills ten Axis factors and the defending 3x3 and 2x3. A beachhead marker is placed on the board. The 1x3 is overrun, but it rolls yet a third one, which kills a 4o6. This breaks the chain of exploitation and the attack is stopped.

The chance of rolling three ones in a row is 1 in 216. The Axis player had very bad luck in his attack rolls. An extra AAF should have been used, to allow it to be lost instead of the 4o6. Improbable events will still happen once in a blue moon.

Italian destroyers escort two 3x3s to Tripoli unchallenged. Italy exchanges a 2o5 for a British 2o5 in order to open supply to four Axis units. Many Axis units advance towards Tobruk. An Axis partisan is built in Spain.

The British take a full offensive in the Med. Two partisans die in Spain and Egypt. One BAAF and one IAAF die in counterairs. An Italian 1x3 is killed. Two British 3x4s move two hexes into France from Spain.

Russia moves units to surround the lone 4o6 that made the breakthrough, then attrits on the 61+ table with a -1 modifier (+1 for 70+ units, -2 for CTL difference). A roll of two gives a 5C/3H result. The 4o6, two 3x3s, a Rumanian 1x3, and a German 1x3 die.

Germany spends 50 BRPs and builds two 4o6s, 14 infantry factors, a partisan, and six AAF.

The British produce and build a commando.

Italy spends 21 BRPs and builds a 2o5, two infantry factors, three AAF, and three naval.

Russia produces a second partisan in France. Russia mobilizes a 4o5, and produces a fort.

Russia spends 42 BRPs to build a 4o5, two 3o5s, six factors of infantry, three AAF, a partisan in France, and a fort in Dnepropetrovsk. Russia builds a free partisan in E. Poland.

Fall 1942

Research: Germany counterintelligences the Russian spy ring in its military.

Diplomacy: None

Atlantic Ocean Raiders: None

Atlantic Submarine SW: Germany plays a sub card. Eight subs attack at +1 (Happy Time). A roll of nine results in a 1/6. Nine ASW counterattack, roll a three, and get a 1/3 result. Four subs get through for a final result of 6/6. Britain loses 12 BRPs.

Germany takes a limited offensive against the two partisans in the Pripyet marshes. Both are killed at no loss to Germany. Three partisans are killed in France. Germany attrits Russia with 84 factors and a +2 CTL difference. A roll of two gives a 9C/5H result. Nine Russian 1x3s die. A Vlasov 3x3 is built in Russia.

More Italians are sent to Tripoli. Two Italian units die OOS in N. Africa.

Germany redeploys units to France, because the British commando has been built and America is at war. Objective hexes are also occupied to deter partisans.

The British invade Morocco. The German Navy thinks about it and decides not to intercept. According to the new rule, a single die is rolled to determine the fate of Morocco. A one gives the US control of the hexes and 5 BRPs. The Vichy 2x3 in Morocco transmogrifies into a Free French unit. Allied attrition kills an Italian 1x3 in N. Africa.

We suddenly realize that the Free French CA2 and DD1 were never added to the British fleet. We add them now. We never did remember to add the single Free French AAF to the British force pool.

Russia attrits on the 61+ table, with a -2 modifier for the CTL difference. A roll of three results in a 5C/3H. Three German 1x3s, a Hungarian 1x3, and a Rumanian 1x3 all die.

Germany spends 50 BRPs and builds two 4o6s, 29 infantry factors, an AAF, and a Wafdist. It grants 11 BRPs to Italy.

Italy spends 19 BRPs and builds one infantry factor, five AAF, and three naval.

Britain launches a BB4.

Russia announces a heavy armor result and produces its first 5o6.

Russia spends 21 BRPs to build a 5o6, nine factors of infantry, and a partisan in France. Russia builds a partisan for free in her lovely swamps.

Winter 1942

Research: Germany announces a winter preparation result.

Diplomacy: None

Atlantic Ocean Raiders: None

Atlantic Submarine SW: Modifiers are -1. Eight subs roll an 11 for a 1/6 result. Ten ASW roll a 12 for a 2/8 result. No subs get through. Britain loses 10 BRPs.

The winter roll is two. Germany has three winter preparations (one research result, two from last winter) and did not exploit last turn, so the winter level is three for them.

Germany attrits Russia with 91 factors and a +2 CTL difference, -3 for winter prep difference. A roll of three gives a 8C/4H result. Eight Russian 1x3s die.

Germany attacks the two Brit 3x4s in France at 1.5:1. Two Spanish AAF fly DAS. All of the defenders are killed. Two partisans in France are also attacked and eliminated.

The Italians attack a 2o5 in N. Africa at 3:1 and roll a one. The Brit and a 2x3 both die. The Axis has pushed the WA out of Libya, except for Tobruk.

A sea transport to Tripoli succeeds unchallenged, and two units also redeploy there.

The WA invade Algeria and Syria, and both flip from Vichy to Free French. The US will get their 10 BRPs next turn and two more 2x3s join De Gaulle.

Spanish infantry moves towards the Pyrenees to block the Germans.

A partisan and a British 1x3 kill each other in Egypt.

The WA player finally remembers to convert three US DDs to an ASW.

He kept forgetting about this and Australia's ability to build a transport per turn.

Russia attrits with 72 units, for +1 on the 61+ table, with a -2 modifier for the CTL difference, and +3 for the winter prep difference. A roll of six results in a 10C/5H. Two Ukrainian 1x3s, a Hungarian 1x3, a Rumanian 1x3, three replacements, and two 3x3s all die.

Russia decided not to counterair because it wanted to grow its economy to 400 BRPs next turn.

Germany produces two interceptors.

Germany spends 50 BRPs and builds 15 infantry factors, two AAF, one SB, five INTs, nine naval (three subs), and a Wafdist. It grants 21 BRPs to Italy.

Italy spends nine BRPs and builds a 2o5 and five infantry factors.

Russia mobilizes a 4o5 and four AAF. The Russians now have 23 AAF.

Russia spends 31 BRPs to build a 4o5, nine factors of infantry, four AAF, and a partisan in France. Russia builds a partisan for free.

The US launches a BB4.

The game ended at YSS 1943.

YSS 1943:

BRPs:

Germany: 342

Italy: 73

Russia: 406

DPs:

EuroAxis: 15

Russia: 8

RPs:

EuroAxis: 17

Russia: 16

Future Russian Mobilizations:

Spring 1943: A 4o5 and four AAF.

Summer 1943: A 4o5.

Fall 1943: A 4o5.

Winter 1943: A 4o5.