

2010 South Bend MiniCon Game Report

Hosted by Kimothy Moser
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Axis:

Kimothy Moser (Germany & Italy)

Allies:

Eric Krug (Western Allies, Europe; Russia)

Written by Eric Krug

This was a European Scenario game that was played until the Fall 1942 turn, when time ran out.

This report will omit many of the usual statistics because detailed records were kept on a spreadsheet. Interested parties can review the spreadsheet for the numbers. The report is from written notes.

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.

Errors that might be of interest are commented on in Italic type.

Fall 1939

Diplomacy:

The WA roll a four for Ireland with one DP from each side, to no effect.

Russia declares war on the Baltic States.

Atlantic Ocean Raiders:

Three BB2s raid. Both sides play tactical cards. Two transports are sunk. On the way back, a BB3, CVL2, and CA2 engage. Two BB2s and the CA2 are damaged.

Atlantic Submarine SW:

An ASW card is played. One ASW against one sub with a 0 modifier. ASW: 0/0, subs: 0/1. Britain loses eight BRPs from transports.

Poland falls to Germany, at a cost of two AAF and six BRPs. Eastern Poland is occupied by Russia.

Italy mobilizes a 2o5, and two 2x3s.

Britain mobilizes a 3x4, a 2o5, and a 4o5, and defers one BRP.

Britain can't defer mobilizations, so this was an error.

France spends 20 BRPs to build a 3o5, four 2x3s, a CA2, and advances the BB4 Jean Bart.

Russia spends 30 BRPs to build two 3x3s, three 3o5s, and two paratroopers.

The UK spends 31 BRPs and builds five AAF, a NAS, two transports, an ASW, advances the BB4 Duke of York, lays down a CVL2, and defers a CA2.

Germany builds two 4o6s, two 2o6s, a 2x3, two 1x3s, a U-boat, five AAF, and a CA2.

Italy builds a sub, a 3x3, a 2x3, and three 1x3s.

Winter 1939

A spy ring is placed by Britain in the German Military.

Diplomacy:

The Axis and Allies each announce one DP in USAT.

Russia demands the Finnish Border Hexes with one unopposed DP, -1 for low RGT, -2 for troops on the border, +2 for demands and +1 natural, for a net modifier of -1. A roll of four starts a border war.

Atlantic Ocean Raiders: None.

There were no raiders for the rest of the war, so this will no longer be reported.

Atlantic Submarine SW:

Two ASW against two subs with a +1 modifier. ASW: 0/2, subs: 1/2. Britain loses 8 BRPs.

At least three rules errors marred the Battle of the Atlantic. The Axis didn't play all of its ULTRA Sub cards, an air range modifier was not used for a few turns, and modifiers were misapplied. The results may not accurately reflect an average game.

Russia attacks Finland. One hex is taken, but a 3x3 is lost. The Finns lose a 2x3 and their only AAF.

Germany advances both BB4s, builds an paratrooper, seven AAF, and two 4o6s. Italy builds nothing.

France builds a 3o5, launches a CA2, and accelerates the BB4 Jean Bart.

The UK spends all remaining 12 BRPs on two transports, a sub, and advancing a BB4.

Russia spends 30 BRPs to build one AAF, two 3o5s, and 15 infantry factors. Three 1x3s are left to build.

Spring 1940

Diplomacy:

Italy declares war on the WA. Germany declares war on the Low Countries, Denmark and Norway.

The Axis calls Ireland, with two DPs and one WA DP, and a net +1 modifier. A one is rolled, so Ireland is tranquilized.

Atlantic Submarine SW:

Germany announces a torpedo result. Two ASW against two subs with a +1 modifier. WA ASW: 0. German Subs: 4/1. Britain loses 10 BRPs from transports.

Germany breaks through at Sedan and conquers Belgium. The beach in Norway is taken. The Netherlands and Norway still live, so Britain gets 20 BRPs [for now]. Italy attrits in Egypt but does no damage. Germany loses three AAF, a 1x3, and three 3x3s. France loses two 2x3s and a 3o5.

The Allies attrit on the Western front and in Africa. An Italian replacement dies. No hexes are taken. London is fortified. The British bug out of France.

British subs sink an Italian DD1 and cut supply to Tripoli.

Russia attacks and takes a second Finnish border hex.

Germany builds a paratrooper, 32 BRPs of armor, and three AAF; repairs a BB2; and produces and builds a third U-boat, spending 50 BRPs.

Italy launches two BB4s, builds a 3x3, and rebuilds a replacement, spending 10 BRPs.

France rebuilds its losses and starts a CA2, spending 13 BRPs.

Britain produces a SBP in Glasgow, a fort in London, and a 3x4. Three BRPs are deferred [in total] now in military production. Britain builds a 3x4, a fort, five AAF, and a NAS. A CVL2 is launched, four transports are rebuilt, and BB4 Duke of York is advanced. BB4 Anson is deferred. Britain spends 39 BRPs.

Russia produces a 3x3, defers two BRPs of military production, and builds six BRPs of infantry.

USAT are 14 actual and 15 effective. M1 occurs. The US mobilizes a SBP, a 5o6, an AAF, and a 2x3 infantry, and advances a BB4.

Summer 1940

Diplomacy:

Russia demands Bessarabia, with two unopposed DPs but only 33 ground factors because of the need to fight Finland, for a net +2. A roll of four allows Rumania to fight, but Bessarabia is conceded anyway.

Atlantic Submarine SW: The WA announce a -1 ASW result. Two ASW against two subs with a +2 modifier. WA ASW: 0/1. German Subs: 3/3. Britain loses 11 BRPs from transports.

Two transports are sunk.

On the Western front, Germany conquers Norway and the Netherlands and achieves a -2 FSL: +2 for Paris, -4 for 32 French Ground factors, 0 for over 38 French fleet factors, 0 for Summer, 0 for 2 DPs from each side, 0 for no Anglo-French Co-Operation. Vichy is established. Syria becomes Free French, but North Africa goes Vichy.

Germany loses a 3x3 and two AAF. British subs damage an Italian BB3. Tripoli is supplied.

Russia takes the last Finnish border hex, ending the war.

Britain advances a BB4, launches a CA2, and builds four transports and an AAF, spending 21 BRPs.

Germany rebuilds a sub, advances a BB4, builds three GAAF, and builds 34 BRPs of infantry, spending 49 BRPs.

Italy advances two BB4s, spending six BRPs.

USAT are at 18.

Fall 1940.

Diplomacy:

The Axis announces one DP in USAT.

Germany calls Spain with three DPs and three WA DPs and rolls a six, so the Axis gets a few volunteers.

Atlantic Submarine SW:

Three subs versus two ASW. Germany plays a Sub card. Subs do 4/3 because of the +4 modifier. Britain loses 12 BRPs.

Five GAAF in Calais counterair five BAAF in Liverpool. Three GAAF and two BAAF die.

In retrospect, this was probably a mistake by the British. The extra air should have been moved out of counterair range.

Birmingham is bombed with 20 GAAF. Thirteen BAAF oppose. The WA announce a radar result. Six British AAF, four German AAF, and two BRPs are lost.

A harbor attack against Alexandria damages BB3 Royal Oak.

Two British TF try to intercept supply to Tripoli and fail.

We were using the wrong number of search dice for interceptions for several turns, so very little happened in the Med in this game. Two dice [instead of three or four dice] makes interceptions unlikely.

It's a good idea to have a CVL2 in each TF to add the fourth interception die.

Attrition in the Med kills a British 1x3.

Germany builds seven GAAF and repairs a BB2, and spends 24 BRPs.

Italy builds a replacement, launches DD2, and repairs a BB3. Seven BRPs are spent.

Britain uses two deferred BRPs to produce a Free French 2x3, then builds one AAF and 15 infantry factors, plus four transports; advances BB4 Duke of York; and launches a CVL2, for a total of 36 BRPs spent.

RGT hit 13, and Russia has its first mobilization. It places an IC in Kuibyshev. It will mobilize four 3x3 in Spring 1941 and will mobilize a 4o5 in Fall 1941.

Winter 1940

Diplomacy:

The Axis rolls for the Balkans:

Bulgaria: at +4, roll is one, no effect.

Hungary: at +6, roll is three, association.

Rumania: at +8, roll is three, full alliance.

Yugoslavia: at +2, roll is three, no effect.

Atlantic Submarine SW:

Two ASW against three subs with a +3 modifier. ASW: 0/1, subs: 1/1. Two subs get through, plus two more kills for the modifier, so the Germans get a 5/1 result.

The WA may use “cash and carry” because five transports were sunk.

The rule is actually “more than five transports”, so this was an error.

The Brits lose 11 BRPs from transports.

Some modifiers were retroactively applied after the players realized they committed rules errors, so the spreadsheet and the written notes are not always in agreement. Don't waste your time analyzing the Battle of the Atlantic in too much detail.

Tripoli is supplied without incident.

Manchester is bombed with 25 GAAF. Five BAAF oppose. Four British AAF, two German AAF, and 15 BRPs are lost. The unadjusted damage of 23 is not quite enough to firestorm the city.

It's probably wisest to oppose the Germans with only five to ten BAAF if they attack Manchester or Birmingham. The 15 BRP limit on damage makes it more economical to allow them to do up to 24 BRPs in notional “damage” but still avoid a firestorm. More than that just gives the Luftwaffe more pigeons to shoot.

A 21:8 attack in Egypt kills a 2o5 and Indian 2x3 at the cost of two Italian 2x3s and four IAAF.

Malta is invaded after two British TF fail to intercept. Two replacements [at iso-3] die, but take an Italian 1x3 and DD1 with them. The island falls.

The British send about six AAF to Africa to deter further Axis aggression.

Germany builds two AAF, two NAS, three 3x3s, launches BB4 Bismarck, and advances BB4 Tirpitz, yet somehow records spending only eight BRPs.

We had to switch spreadsheets in the middle of the game, so some data was not recorded properly.

Italy builds one AAF.

Both Italy and Germany end the year with zero BRPs.

USAT are 28, 26 effective, so M2 occurs. The US mobilizes a third SBP, a 5o6, an AAF, and a 2x3. A US ASW is activated, and the US grants one BRP to Britain.

The US advances a CV3 and builds DD2.

The UK builds an Indian 2x3, a replacement, three AAF, and four transports, and launches BB4 King George V, spending 27 BRPs to end the year at zero.

Spring 1941

Research: Germany counterintels the spy in German military.

Diplomacy:

Germany calls Bulgaria, with +4 from mods and two Axis DPs, at net +6. A six is rolled, for a full alliance.

Germany calls Finland, with +5 from mods and three Axis DPs, at net +8. A two is rolled, for a full alliance.

Germany calls Hungary, at net +8. A four is rolled, for a full alliance.

Atlantic Submarine SW:

Three ASW face four subs, with a Sub card, for a net +4. The WA roll snake eyes [a two], the Axis boxcars [a twelve]. ASW: 0/0. Subs: 1/2. All four subs get through and four more kills are added by the modifier, for a net 9/2. Nine transports sink. Britain loses 20 BRPs.

Ouch.

Germany bombs Birmingham with 28 AAF. Four BAAF oppose. Four BAAF and two GAAF die. Seven bombers get through and do 30 BRPs of damage, adjusted down to 15. The city is firestormed.

Double ouch.

A British sub cuts supply to Tripoli and sinks an Italian DD1.

Axis attrition in Egypt does nothing, but the Brits roll a six and kill two replacements in Italy and take back a hex.

Germany produces three AAF and builds seven AAF and four 4o6s, spending 45 BRPs.

The British produce an ASW (#4 for the WA) and a sixth SBP in Glasgow. They build an Indian 1x3, three AAF, launch BB4 Prince of Wales, build the ASW, build three transports, and advance BB4 Anson, spending 28 BRPs, plus three for the Far East, for a total of 31.

Russia produces five BRPs of military. It builds five 3x3s and a fort in Leningrad.

USAT are at 33, 34 effective. M3 occurs. The US mobilizes a fourth SBP, a 5o6, an AAF, and defers two BRPs. The US builds an AAF, launches two transports, advances a BB4, and lays down a BB3. It grants three BRPs to Britain.

Summer 1941

Research:

Russia places a spy ring in the German military.

Britain places a spy ring in German atomics.

Diplomacy:

Germany rolls for Sweden with a +4 modifier plus two unopposed DPs, rolls a two, and gets hex control and 10 BRPs.

The WA call Spain with three DPs versus one Axis DP. The inertial modifier reduces the net -2 to -1. A four is rolled, for no effect.

Germany declares war on Russia.

Atlantic Submarine SW:

The WA announces a -1 ASW result, for a -2 total.

The WA forget to announce an air range breakthrough.

Cards offset. Four ASW oppose four subs. ASW: 0/2. Subs: 1/5. Two subs get through, for a 5/5 result. Britain loses 17 BRPs.

There are eight transports left undamaged in the Atlantic, so Britain takes the air and army oil effects.

Germany commences Barbarossa with counter-airs. Two GAAF and nine RAAF die. Germany attacks in the south and around the marshes. Russia takes a full offensive and launches three low-odds attacks, but kills just one 4o6.

Russia rebuilds all of its armor and all but four factors of infantry, using all but one of its UCL of 54.

Russia forgets to build its free partisan, marking the third game in the row that the rule has been forgotten on the Barbarossa turn by the Allied player.

North African attrition on the 11-20 table kills two British Empire 1x3s.

Britain builds four transports, advances the BB4 Howe, begins repairs on the Free French BB4 Jean Bart, starts repairs in Australia on the BB3 Royal Oak, starts a CVL2, and rebuilds two infantry factors.

The USAT are at 39, so M4 occurs. The US mobilizes a fifth SBP, a 5o6, two 3x4s (using all but one BRP), builds three transports, grants five BRPs to Britain, deploys a second ASW to the Atlantic, builds a 2x3, and starts a BB3.

I forgot to ask about Axis rebuilds this turn, so the spreadsheet is the only available record of them.

Fall 1941

Diplomacy: None.

Atlantic Submarine SW:

An ASW card is played. Modifier is +1. Five ASW oppose five subs. ASW: 1/3. Subs: 1/3. One subs gets through, for a 3/3 result. Britain loses 12 BRPs.

Britain takes the air and army oil effects again to rebuild its oil reserve.

Germany advances in Russia and takes Dnep. and Kiev. Russia again takes a full offensive and launches three low-odds attacks, killing a 4o6 and a GAAF. Russia rebuilds all but one infantry, all armor, the free partisan, and two AAF. Seven AAF are still unbuilt.

North African attrition on the 11-20 table kills two British Empire 1x3s and takes a hex.

Supply gets through to North Africa with no interceptions.

A five BRP Murmansk convoy sails without incident after a sub misses its target.

This was mistakenly recorded as “plus five” instead of “minus five” in the spreadsheet, so the UK got a 10 BRP boost from a missed minus sign. The Russians ended 1941 with extra BRPs anyway, so it was not needed in the first place. The corrected spreadsheet shows Britain with a net -7 at the end of the year, but the math during the game showed one BRP left. If the arithmetic had been correct, there would have been no Murmansk convoy and the Brits might have delayed rebuilding a unit or two until Spring. This had no net effect on the game.

Britain builds four transports, launches BB4 Duke of York, Free French BB4 Jean Bart and BB3 Royal Oak, and rebuilds one infantry factor, a AAF, and a 2o5.

The USAT are at 44, effective 42, so M5 occurs. The US mobilizes a sixth SBP, a 5o6, two 3x4s (using the lone deferred BRP), builds three CVEs, launches BB4 Alabama, grants eight BRPs to Britain, and starts a BB3 and BB4.

I forgot to ask about Axis rebuilds again this turn, so the spreadsheet is the only available record of them.

Winter 1941

Research: An Axis winter prep is announced.

Diplomacy:

Germany rolls for Ukraine with no DPs. A roll of five gains some volunteers.

This is illegal; at least one DP must be placed in the Ukraine to roll for it.

The WA roll for Vichy France with three unopposed DPs for a net -3. A roll of two deactivates Vichy. The three 2x3s in North Africa and the three colonies become Free French.

Russia rolls for Turkey with two DPs. The inertial modifier reduces this to a -1. A roll of six has no effect.

Atlantic Submarine SW:

The WA announce an air range breakthrough.

Modifier is +1. Five ASW oppose five subs, with three CVEs. ASW: 1/2. Subs: 1/1. Two subs get through, for a 4/1 result. Britain loses 11 BRPs.

The winter roll is a three, the effective Axis level is seven in Russia. Germany attrits using the 61+ table with a +2 modifier. A roll of four gives a 3C/2H result. Russia loses a 3o5 and a 2x3 to keep a forest hex.

Forest hexes are not eligible for attrition, so this was a rules error.

Supply gets through to North Africa with no interceptions. North African attrition on the 11-20 table kills two British Empire 1x3s.

Britain moves two 4o5s and a 3x4 to Tunis, and then south towards Libya. Units move into Libya from Egypt in pursuit of fleeing Italians. What was Vichy France is left empty of units.

Russia attrits using the 61+ table with a +5 modifier, with a 5H/9C result.

Germany rebuilds a U-boat, a 4o6, a AAF, builds DD1, and launches BB4 Tirpitz.

Italy builds DD2.

Russia builds a 3o5, seven AAF, the free partisan, the French partisan, and four factors of infantry. Russia ends the year with eighteen BRPs.

Britain builds four transports, advances a CVL2, builds a 2o5, and produces and builds a 3x4 and a Free French 2x3, spending 31 BRPs.

The USAT are at 47, so M6 occurs. The US mobilizes a seventh SBP, a 5o6, one 3x4, defers two BRPs, builds three CVEs and one transport, launches the CV3 for the Pacific, grants ten BRPs to Britain, and starts a BB3 and BB4.

Spring 1942

Research:

Russia places a spy ring in Turkey.

Diplomacy:

Germany calls Spain with five Axis and four WA DPs. The inertial modifier reduces +1 to a modifier of zero. A roll of two makes Franco recall his volunteers.

The US declares war on Germany.

Atlantic Submarine SW:

A Sub card is played. Modifier is +1. Five ASW oppose six subs, with six CVEs. ASW: 1/1. Subs: 1/4. Five subs get through, for a 4/1 result. Britain loses 10 BRPs. There are eight undamaged transports in the Atlantic.

Britain takes the air and army oil effects.

The WA use all 30 available destroyers and five transports to move many of the units in the US box to North Africa, along with two TFs. There are now five Allied and two Italian TFs in the Med or Gibraltar. No BRPs can be granted this turn due to transport shortages.

An attack on Tripoli fails, but a lone replacement in Tobruk dies in a 4:1 attack. The other Italians retreat towards Tripoli.

Germans rush to Tripoli to help fix the mess. The Afrika Korps kills a Canadian 4o5.

The Russians have forts in Leningrad and Moscow and strongly hold the forest line ahead of them. Sevastopol is still Russian. In the middle and south, the line is weaker.

Germany tries to attrit the forest line, but the Russians surprise the German player by taking heavy losses and refusing to give up a single hex.

Forest hexes are not eligible for attrition, so this was a rules error.

Russia attrits with 63 counters, and gets a 7C/3H result.

Germany produces three AAF and fifteen infantry factors. It builds them, plus a sub, CA2, and DD1.

Italy rebuilds some infantry losses and a DD2.

Russia produces and builds three AAF and defers one BRP. It rebuilds a 3o5 and 35 factors of infantry.

Russia has an RP of military production, but delays using it to allow it to switch an RP to make up for possible bad research rolls. This hurts it next turn.

Britain adds a seventh SBP to Glasgow, builds five transports, launches a CVL2, advances BB4 Anson, produces five NAS, and builds two NAS.

M7 occurs. The US mobilizes an eighth SBP, a 5o6, an AAF, two 3x4s, and defers two BRPs. It also produces a ninth SBP. It builds the Canadian 4o5, two 3x4s and one CVE, produces and builds two ASWs, builds two transports, and advances a BB3. It spends 25 BRPs to open the Persian Route.

Summer 1942

Research:

A spy ring is placed by Britain in Spain.

Diplomacy:

Germany calls Yugoslavia with four Axis and one Russian DPs, for a net +5. A roll of five creates a full alliance.

Atlantic Submarine SW:

A -2 ASW result is announced, so the net ASW is -3 in Summer and -4 next turn.

A Sub card is played. Modifier is +4 for Happy Time. Seven ASW oppose six subs, with seven CVEs. ASW: 1/1. Subs: 1/5. Five subs get through, for a 9/5 result. Britain loses 19 BRPs. There are six undamaged transports in the Atlantic.

Germany breaks through in mid-Russia, encircles Kharkov, and takes Rostov. The Russians are stretched too thin in the middle to stop them. In the North, the Germans have no armor, so the Russians shift troops south and rebuild to try to bolster their line. The Germans advance a hex past Rostov and approach the Volga near Stalingrad.

It's probably wise to build forts in Russia in Winter 1941 and Spring 1942. A fort in Rostov would have greatly aided the Russian defense.

The US tried to ZOC Tripoli with a 5o6, but the Afrika Korps counterairs the US and then kills the armor unit.

The US attacks in Libya and closes in on Tripoli, but does not take it.

Axis and Russian rebuilds were not written down.

Britain builds five transports, launches a CVL2, advances BB4 Howe, and builds two NAS.

M8 occurs. The US mobilizes a tenth SBP, a 5o6, two AAF, and still has a deferred BRP. It builds the Canadian 4o5, two 3x4s and one CVE, produces and builds two ASWs, builds two transports, and advances a BB4 and a BB3. The US grants 10 BRPs to Russia through Persia, with a stopover in South Africa. There aren't enough transports to grant money to Britain or run a Murmansk convoy this turn.

Fall 1942

Research: None announced.

Diplomacy:

Germany was going to call Turkey with four DPs, four WA DPs, two Russian DPs, and a Russian spy ring, but decided not to when the rules on stacking Allied DPs were reviewed. It would have been a net -2 modifier.

Atlantic Submarine SW:

An ASW card is played. Modifier is zero. Seven ASW oppose six subs, with seven CVEs. ASW: 1/5. Subs: A 1/4, for a final 1/4 result. Britain loses 11 BRPs.

[Play stops. Time has run out at midnight on Monday.]

Research:

Western Allies:

Air:

General: Two results in 1940 and 1942
Air Range: Result in 1941, +4 mod for 1943
Strategic Bombers: +2 modifier [for second result] for 1943
Nationality: +4 modifier and 1 RP left for 1942

Naval:

General: Two results in 1940 and 1942
Nationality: +6 modifier for 1943
ASW: Three results: -1 in 1940, -1 in 1941, -2 in 1942 for net -4

Military:

General: Two results in 1940 and 1941, +2 modifier for 1943
CTL: Result in 1941, +4 modifier for 1943

Atomic:

General: Two results in 1940 and 1942
Radar: Two results in 1939 and 1942
Controlled Reaction: Achieved in 1942

Intelligence:

General: Two results in 1940 and 1942
Counter Intel: +1 modifier for 1943

Russia:

Air:

General: Two results in 1940 and 1942

Nationality: +6 modifier for 1943

Military:

General: Two results in 1940 and 1942

CTL: Result in 1942

Heavy Armor: Result in 1942

Intelligence:

General: Result in 1941, +4 modifier for 1943

CounterIntel: one result in reserve in 1942

Covert Op: one result in reserve in 1942