

A World at War

2005 World Boardgaming Championship

Edited by Mike Crowe, Gamemaster

Summary

A field of fourteen veteran and two new players participated. The gamemaster-provided playing aids (spiral-bound and tabbed) that were a big hit, considerably easing play.

An expanded format is planned for next year to encourage newcomers. Veterans can continue to play the campaign game (either Global War, or the European Campaign game). For new players, we will have four rounds, (North Africa and Battle of the Atlantic scenarios, third round Coral Sea and fourth round Barbarossa). Instruction will be provided prior to each round.

Brief Event Description

Jason Moore took first place for his performance as the European Axis (predicted to survive until Fall 1946), playing with partner Brian Conway against Mike Crowe and Tim Francis. Tim received fourth place for his play as the Pacific Allies (predicted conquest of Japan in Spring or Summer 1945). Brian Conway received fifth place for his play. Bill Moodey took second place as Japan (predicted to hold out until at least Winter 1945), playing with partner Eric Scheulin, against Joe Brophy, Victor Hogen and Rob Carl. Rob received third place for his play as the Russians, resulting in a predicted conquest of Germany by early 1945. First time attendees, Jeff and Trevor Mathis, as Axis, gamely took on Californians Jon Hogen and Ken Cruz. The Axis folded early, yielding an Allied decisive victory, but Jeff and Trevor fought to the end. Ken predicted they would become excellent players before long. The Mathis brothers received sixth place for their good sportsmanship and enthusiasm for the game. Jim Sparks and Graham Kays played a Europe-only game, which resulted in an Allied victory in Fall 1944, with Phil Mathis (father of Jeff and Trevor) taking Jim's place late in the game.

Detailed Description

Detailed descriptions of three of the games are provided below.

Game 1:

**Jason Moore (Euro-Axis) and
Brian Conway (Japan)**

versus

**Mike Crowe (Western Allies Europe) and
Tim Francis (Western Allies Pacific).**

Mike Crowe and Tim Francis contributed to this game description.

1939 Fall and Winter. Jason came to the convention determined to pursue his patented Russia First strategy, and Mike came determined to fight it. However, Jason's plan was derailed early when he failed to activate any of his minors in Winter 1939. Two Western Allied DPs in Hungary, plus a covert, and two Russian DPs and a Spy Ring in Rumania, helped. Mike also got a Russian military breakthrough in 1939, and was able to produce a fort and three 3-3 infantry. Jason, seeing that he had a naval breakthrough (2 RPs, rolled a 6) in 1939, decided to pursue a more conventional approach and go for advanced subs. It was a good decision. .

1940. France fell in Summer 1940, and Spain in Winter 1940 (two turn attack). Gibraltar was immediately besieged. Vichy was not established.

Summer 1941. In Russia, Jason spotted a flaw in Mike's setup, and surrounded most of the Russian army. The northern half was supplied from Kiev, so at least it was in his way for another turn. (*Editor's note: Kiev is not a supply source for Russian units, which neither player realized at the time. The applicable rule is 30.265*). Mike retreated out of range, destroying Dnepropetrovsk and conceding Kharkov.

Winter 1941. In the Pacific, by late 1941, the Japanese General Staff (i.e. Brian) had completed a heavy mobilization of Army air units (5 mobilized, 2 produced) in what was referred to as "a heavy air" program. The China theater was essentially a backwater early in the game. The British managed to send enough ships to make a task force (TF) at Columbo, but only had three factors on the beach there owing to a world-wide destroyer shortage, and the needs of the Middle East. As always, Cordell Hull's State Department overplayed their hand with the oil embargo, and provoked a surprise attack on Pearl Harbor in Winter 1941. A good MAGIC pull that turn, however, pushed tensions up to 34 and none of the carriers were found at Pearl (i.e. the carriers would only have been there on a die roll of 2,3 or 4 using two dice). The Arizona was turned into a war-grave memorial at the bottom of the harbor, two other old battleships were sunk in port and one was damaged. More worrisome was the loss of the two Army air and two destroyers. Other Japanese attacks seized Hong Kong, Rangoon, Sarawak, Palembang, Balikpapan, and Lae. Japanese light tanks exploited into Singapore without loss. An attempt to take Guadalacanal with a DD and a 1x2 was lost with all hands, when the Aussies intercepted from Townsville. The US response was quick, with Pearl Harbor protected by two full TF and 8 army air, ground troops sent to Australia, and Hawaiian garrison troops to Noumea, Suva and Pago Pago.

Spring 1942. The Russian army was at full strength by Spring 1942.

In the Pacific, the Japanese conducted a major offensive into the Indian Ocean, taking Columbo (ground troops advanced to Mandalay in Burma) while mopping up Java, Manila and taking Rabaul, the Gilberts and Bouganville. Reinforcements arrived at Lae, including 10 Japanese army air factors (AAF). The Allied responded with an air counter-offensive, attacking the JAF (Japanese air factors) from Port Moresby, with both sides taking heavy losses. The US TF from Pearl shifted south to Suva. American unit construction abilities proved useful, as all the lost air was rebuilt and -- given the ongoing shortage of transports in the Atlantic -- USAF that normally would have gone to Europe was sent to Australia instead (an unintended consequence of excellent Axis sub operations). The bonus US air provided a vital advantage to the Allied side in the Pacific.

Summer 1942. Jason found a weak point in Mike's defense after some study, and exploited to Stalingrad.

In the Pacific, Japan conducted an unopposed carrier raid into the Indian Ocean (the Allies forgot to count the hexes for the base change from Mindanao to Columbo), took Wake and shifted forces east to the Pacific. The Japanese also began building beach defenses. The US again conducted a counter-air offensive against the JAF in New Guinea. In a critical missed opportunity, the Japanese did not intercept a US supply mission to Port Moresby (covered by only 3 AF and one TF with 5 JAF in range) and the four factors of Aussies in Port Moresby were still at full strength. The US also reinforced Midway, and took San Cristobal in the Solomons.

Fall 1942. Jason followed up his conquest of Stalingrad by surrounding Moscow and taking it on a 1.5 to 1. Meanwhile, the sub campaign was brutal. Mike's inability to roll more than a 1 or 2 against the Raiders for 4 out of 5 turns led to the loss of 8 transports, on top of the sub damage. The Allies made the mistake of not pouring quite enough into the Battle of the Atlantic (partly from a Russia first mindset), and Jason exploited this ruthlessly. In 1942, Britain suffered two oil effects for most of the year, and Jason brought out his first advanced sub. *(Editor's Note: Jason pointed out the importance of producing Allied transports starting in 1940, to provide a transport buffer for excessive losses to the sub campaign. Another priority is an Ultra card in 1940, which is typically easier for the European Axis to produce than it is for the Western Allies. In this game, Jason did, and I did not.)*

In the Pacific, Japan used the rest of the turn to shift troops around, including more to Lae, and a link up with Hollandia. The US attacked the JAF again, and used the opportunity of inverted JAF to both reinforce Port Moresby and invade an empty Guadalcanal, an undefended Tanimbar and the port of Ambon in the DEI.

Winter 1942. Tired of the expensive, but successful, British re-supply of Gibraltar against his 10+ air factors, Jason sends most of his air to Gibraltar. Mike takes advantage of the absence of Axis air to attempt a couple of overstacked 1-1's, using shock troops, against Jason. They both blow out. However, both Stalingrad and Moscow are re-taken. Leningrad was never seriously threatened.

The U.S. incursions in Fall of 1942 provoked a violent Japanese response, with troops taking back Aroe and landing at Darwin. More ground and AAF poured into Timor, Makasar, Manado and Soring in the redeployment phase. That shift of forces reinforced a Japanese decision to concede New Guinea to the Allies (as the heavy air fighting had forced the Japanese to use up their UCL every turn, with units still in the force pool), pulling JAF back to the DEI and Truk (and later Truk and Palau). The US spent the turn reinforcing islands in the Pacific and began isolating Lae and Rabaul. Future offensive operations remained difficult, as 6 DDs were sent to the ETO to help out with the awful situation in the Atlantic. By the end of the year, the situation was looking grim for Japan, as their offensive momentum was completely stopped and the shipbuilding disparity was huge -- against the 9 or 12 BRPs spent by Japan, the US was spending 100+ shipbuilding BRPs per turn (albeit, a third or more clearly going to Europe). The US managed to take Wake in winter 1942, but suffered an exchange, and did not have enough DDs to send in enough follow-on forces.

Spring 1943. In 1943, the Battle of the Atlantic eased up for two turns while Jason built up his submarine force. Meanwhile, all that Axis air prevents re-supply of Gibraltar, but gives the Allies some other ideas, such as moving major Russian forces into Siberia to threaten a DoW on Japan, and using the British fleet to re-take Columbo.

In the Pacific, although the Japanese retook an isolated Ambonin, the tide was slowly turning, made slower by the critical shortage of US destroyers (DDs). Three US submarines begin to cause transport troubles for Japan, owing to poor ASW research results and late production of ASW. *(Editor's Note: Brian was also hurt by two Allied air range results, which provided positive modifiers in the sub campaign, a fact he greatly lamented.)*

Summer 1943. Jason isolates Gibraltar for a second turn. Mike attacks, but Jason's clever positioning of a screen of forward armored units insures that exploiting Russian armor are very limited in their advance. The lack of Russian airbases in the middle of the board poses another constant source of annoyance!

In the Pacific, after another small air battle over New Ireland, the Japanese abandoned New Guinea completely and withdrew to Truk and Palau. Bougainville and New Ireland were then seized by the US. American SAC bombed oil production at Palembang, bombing from Australia (taking advantage of two Allied air range results). (*Editor's note: In rules revisions since the convention, the U.S. can no longer use bombers in the Pacific before 1944, and they are now a separate forcepool from the European bombers.*) The remnant of the British fleet (most of it lost re-supplying Gibraltar, a duty no longer necessary) sailed from South Africa to India. The Russians now have enough forces in Siberia to force Brian to keep 60 BRPs of Japanese units in Manchuria

Fall 1943. Jason takes Gibraltar on a 2:1, adding another modifier to the sub campaign. The slow Russian advance in the center continues. Because Brian successfully prevented the Japanese DoW, and those Axis air will be returning to Russia, Russia begins to move those forces back to the Eastern front.

Japan piled close to 20 squadrons of land-based air over their TFs in Truk and Palau. The British patrolled off Malaya and landed at Columbo and Medan, naval redeploying five air to Medan. Rabaul was taken by US Marines and Wotje in the Marshalls was seized. Palembang was damaged by four SAC.

Winter 1943. The rest of the additional Russian Siberian forces return to Russia. The Allies break through the Italian line in the Mediterranean, which has been a backwater until now.

In the Pacific, Japanese TFs abandon Truk and the DEI, retiring to the Philippines and Guam after having taken naval and economic oil effects. Two 3x3s are sent to Singapore. While monsoons prevent Allied invasions in the DEI, the US considers a carrier raid on Guam -- intel suggesting the Japanese have 19 land-based and 24 CV-based squadrons versus 44 US CV-based squadrons -- but Nimitz calls off the attack over worries that not enough air will survive to strike effectively at Japanese ships. Instead, Palau and Singapore are taken (the latter suffers an exchange), which opens up the Far East. The Sarawak oil center is damaged. US submarines clear the box of Japanese transports.

Spring 1944. The Allies were still struggling to overcome the sub campaign in 1944. Jason had 5 advanced subs, and a grand total of 17 subs in the box, versus Mike's 30 ASW and 18 CVEs - Jason still had a net +1 modifier in Summer 1944!. Jason was feeling so good about his situation that he was contemplating attacking the Russians again in Summer.

In the Pacific, the Japanese pull their TF back to the home islands. Saigon, Davao, Brunei, Palembang and Hainan are all taken by the Allies and Japanese loses all access to oil. At this point, on Sunday morning, we had to put away the game and prepare to go home.

Post-mortem. In spite of having the maximum result on Rockets, plus the bomb, we projected Germany could keep the Allies more than 6 hexes from Berchtesgaden until Fall 1946. I must also mention that I (Mike) made a serious gaffe during the siege of Gibraltar. I had two TFs in the Med, but we discovered I had been using the ships to help in the supply runs! This undoubtedly would have added to the Axis victory - with either an earlier fall of Gibraltar or the Italians overrunning the Middle East. This was worth 2 VPs we thought. In any event, this was likely to be a decisive Axis victory in Europe.

In Japan, we projected the fall of Foochow and Taiwan in Summer 1944, followed by Okinawa in Fall 1944, and one beach hex in Japan in Winter 1944. Taking a second beach and dropping one atomic bomb would force a surrender in Spring 1945. This might possibly be delayed one turn by fighting, and lack of US air power, so the conclusion was that Summer 1945 was more likely (a one point Allied Victory in the Pacific)

Game 2:

**Eric Scheulin (Euro-Axis)
and Bill Moodey (Japan)**

versus

**Vic Hogen (Western Allies Europe),
Joe Brophy (Western Allies Pacific) and
Rob Carl (Russia).**

Joe Brophy provided this game description.

Fall 1939. German research rolls are average, Japanese good, Western Allies (WA) average, and the Russians are on fire! Rob Carl starts on a five-day binge of great die rolls that he credits to the spirit of his friend Tommy, who passed away last year. I will not comment further on research rolls, except for the important ones. The Russians got everything they wanted, when they wanted it, except for military training, which did not come until 1943. No diplomatic results. Germany conquers Poland with no losses. Japan gets a hex in China, beginning a long run of consistently good Japanese attrition die rolls in China. I will not comment further on the war in China except for turns when something interesting happens there. German subs achieve a 3/1 result (3 sunk, 1 inverted) against the transports, with the help of a card. No raiders. Germany builds all its air and a couple of armor units, scuttles the CVL, lays down a DD, but does not build the second sub. The Italians set up most of their infantry in Africa, no additional forces in Ethiopia. The Italian armor is in Genoa. The Axis set up for a winter 1939 German offensive, with the armor in the south. The Allies rebuild their transports and begin converting to ASW, which will continue every turn until mid-1942.

Winter 1939. Germany fails on a diplomatic effort for Sweden. Germany declares war on (DOWs) Holland and Belgium/Luxembourg. Italy declares war. The Germans attack through Italy to a lightly defended Alpine border with most of their armor. The French air force flies defensive air support (DAS) and gives the Luftwaffe a bloody nose. The Germans lose an armor on an exchange. German subs obtain another 3/1 result against the transports. The Germans are unable to rebuild all their air and have only half their armor on the board, most of it committed to the south of France. They build their second sub. The Allies fail on a diplomatic effort for Ireland. The Allies abandon Marseilles and build a scratch line behind the Loire backed by a British 2-5.

Spring 1940. The Allies achieve naval, air and military breakthroughs (BTs), but blow out on general atomic with a "1". No diplomatic efforts. No declarations of war. The Germans attack into France, gaining one hex NE of Paris. In the south, the Germans take a full exchange on an exploitation attack into Lyons. The German submarines do no damage, and a sub is lost. The Japanese roll a "6" again, this time on the 41+ table. The Chinese remove all the units eligible for attrition advance. The Germans build armor and air and three subs. They produce a shipbuilding point (SBP) and five basic resource points (BRPs) of air. The Italians produce a 2-5 armor. The Japanese produce a SBP and increase their naval air training (NAT). The WA get two hexes on an attrition in France. The Communist Chinese and the Nationalists both make modest but successful attacks. Continuing Communist attacks become an annoyance to the Japanese as the game goes on. The WA produce a SBP, an anti-submarine warfare (ASW unit), two transports, a bomber, and a 3-4 infantry. The Russians produce infantry and air, but no forts. The U.S. conduct their first Atlantic mobilization.

Summer 1940. The Allies achieve an air range result and a radar result but blow out on ASW Technology for the second time. The German diplomatic effort for Sweden results in hex control. The Germans defer an attack on Paris, and instead destroy a modest number of French units at the cost of a full exchange, surround most of the French army, and exploit a 2-6 into La Rochelle. The Germans announce a torpedo result. The subs achieve a 2/1 result. The Japanese mobilize. The Germans build

back their air and build most of their armor, and naval redeploy (NR) some infantry into Sweden. Russia announces a spy ring in Turkey, which the Germans kill with a counter-intelligence. The Allies re-supply some units by sea, and take back La Rochelle, but blow out on their attrition, leaving Paris exposed to a Fall attack. They build what they can in Normandy and Brittany.

Fall 1940. There is no Axis diplomacy. The Germans declare war on Denmark, Norway and Spain. The Spanish set up well back, out of range of any German attacks. The Germans realize that both of their paratroopers are out of position for an attack on Paris, but they have sufficient armor and air to do the job without a paratrooper. German and Italian armor units move across the Pyrenees. Paris falls, but the Germans lose three 4-6 armor on the exploitation attack. The paratrooper would have come in handy. Oslo falls without German losses. The subs generate a 3/3 result. The Germans rebuild and position themselves for their attack on Madrid. The Allies counterair 10 German air and destroy 6, thereby opening sea supply to a few French units. They also bomb Berlin for 4 BRPs of damage. Three British units intervene in Spain. The French surrender result is "+1". The second U.S. Atlantic mobilization occurs. The first U.S. Pacific mobilization occurs. The first Russian mobilization occurs.

Winter 1940. Germany makes diplomatic efforts in Finland and all the Balkan minors. Due to Russian forbearance in Finland and Rumania, and the German attack on Spain, Finland, Rumania and Yugoslavia remain neutral, and the Germans only obtain economic penetration of Hungary and Bulgaria. The German frustration deepens when they realize that without a winter preparation result, they will be unable to conquer Spain this turn. They console themselves as best they can by destroying or isolating most of the Spanish army and getting into position to take Madrid in the Spring. The subs generate a 3/3 result. Russia rolls for Turkey, and gets 10 BRPs. The British send some air to Spain and reinforce Gibraltar. Malta goes unsupplied.

Spring 1941. The Allies achieve 2 ASW results and produce an ASW card. They finally get an atomic BT and an intelligence BT. Germany activates Finland (4 DPs) and Hungary but fails to activate Rumania (4 DPs), thanks to a Russian subversion result. A German effort to eliminate the Russian economic interest in Turkey (2 DPs) is rebuffed. The Germans announce no DPs in the U.S. in 1941, which probably hastens U.S. entry by a turn, since the Allies allocated 4. The Germans take a lightly defended Madrid with no losses and send an armor unit toward Gibraltar. The Bismarck and Tirpitz raid, but are turned back. The Bismarck is damaged. The submarine effect is 4/4. The Germans have an air range result. The Germans produce a railhead in Spain to help redeploy units back to the Eastern front, but they will attack Russia with units unbuilt and other units in Spain besieging Gibraltar. The Germans announce 3 more submarines, another shipbuilding, produce 2 interceptors and, to the amazement of the Allies, 3 strategic bombers! The Japanese mobilize, announce another NAT result and increase their naval air force pool to 30 squadrons. The British air counterairs Axis air in Spain to permit supply to Gibraltar. The Russians withdraw their air force to hexes near the Finnish border where the Germans can only fly 5 air. With no need to guard the Rumanian border, the Russians build a tough triple line. The Allies produce another infantry unit, a fort, an ASW, two transports, two SAC, an inteceptor and the Chindit. The Russian produce 3 more infantry units and three AAF, but no forts. They build three more 3-3s from mobilization. The third U.S. Atlantic mobilization occurs. From this point on, the U.S. mobilizes in the Atlantic every turn due to unanswered DPs and excellent random die rolls.

Summer 1941. The Germans attack Russia, but destroy only three Russian AAF at a cost of four of their own. The Russians announce an air training result, and roll "12". The German attack cannot penetrate past the Dnieper, and is unable to take Kiev. The subs generate a 5/5 result, the raiders a 1 result. The Germans send more air to Spain to siege Gibraltar. The Japanese enter Indochina. The British use their carriers to escort supply to Gibraltar, at a cost of one damaged. The British bomb Berlin for 10 BRPs. The Russians destroy the Dnepetrovsk IC, attrition and free some of their units. They are able to rebuild all of their ground units except a few lost by isolation. The second U.S. Pacific

mobilization occurs. From this point on, the U.S. mobilizes in the Pacific every turn thanks to excellent random die rolls.

Fall 1941. The German attack on Russia is lackluster. They do not even take Kiev. They bomb Leningrad for 10 BRPs and the Russians destroy the IC. The Germans end their turn with individual armor units strung out in the front line, ripe for counterattack. The sub result is 3/6, the raider result is a 1. The Germans still have units off the board after builds. They send more air to Spain. The Russians destroy the Kharkov IC, roll a good attrition and rebuild all but units lost to isolation. A debate begins among the Western Allies as to whether it is worth it to send fleets to try to re-supply Gibraltar, and whether the British should invade the undefended Spanish beach and exploit into Portugal. The British do neither. They attack and take Vichy Syria and deploy strong forces to the South Africa box in preparation for a Western Desert campaign.

Winter 1941. The Russian winter roll is a "5". Germany declares war on the U.S. and Vichy. Japan attacks on schedule. The Pearl Harbor attack destroys four three-factor battleships (BB3s), sinking the Arizona in port, and results in the loss of 3 elite Japanese naval air squadrons (NAS). The rest of the attacks go off with minimal Japanese losses. In Russia, the Germans run away from the red hordes and shorten their line. They have too few small units because Rumania is inactive and the Germans have produced no 1-3s. They have no winter prep result. The Germans send troops to stack with the Vichy colonial capitals, to prepare to deactivate Vichy. They attempt a 1:1 attack on Gibraltar with one factor to spare. They roll a "6", a "d" result. Rather than accept the losses of a full exchange result, the Germans roll again at 1:1 (the Italians are out on the second round) and the fatal "1" comes up, so Gibraltar holds and the stack of unbuilt German units increases. The sub result is 7/6. The Russians destroy the Rostov IC, and rebuild one. The Russian attrition kills several armor units, and pushes the Germans back to the Rumanian border. The WA push supply through to Gibraltar escorted by 5 TFs (89 FF) opposed by 24 squadrons of German and Italian air. Supply gets through but the fleet losses are heavy. Gibraltar is reinforced. The Russians rebuild everything, and get some growth besides.

Spring 1942. The Allies achieve their second military, naval and air BTs. They decide to abandon the atomic program. Germany activates Rumania with 6 DPs. The Germans declare war on Vichy. They try a 1:2 attack on Gibraltar with a paratrooper in reserve for exploitation into an empty fortress and lose an armor and a pile of air. They attrition in Russia. The German subs achieve a 5/5 result, and Japanese sub achieves a 2/1 result in the IO. The Japanese have an air range result. The Japanese use all their carrier air to support an attack on Port Moresby. They lose enough carrier air counter-airing the WA air forces in Australia, so that the attack is a 1:1 instead of the 2:1 they planned. Three American carriers are in Pearl and decline a magic interception under Japanese air. The Japanese take the hex but lose 20 elite NAS, a CA6, and 4 AAF. Japanese armor occupy the jungle-mountain hexes adjacent to Dacca. The German dead pile is over 100 BRPs after builds, but they leave strong air forces near Gibraltar. The Germans produce another SBP, another Italian armor, and three interceptors. The Japanese produce two ASW, one transport, five more NAS and their third marine (they had missed on their military BT until 1942). They build a fort in Canton. The Russian attrition puts a German army group in the south out of supply against the Rumanian border. The WA do not supply Gibraltar this turn. The WDF breaks through in Egypt. The Americans invade Kwajalein and Guadalcanal and send five AAF to the latter. The WA announce four more SAC, a 4-5 armor, a 3-4 infantry, a marine and a NAT. Stalin is annoyed, he wanted a commando. The Russian produced four more AAF and three more infantry units. They are light on armor, but their army and air force are now larger than Germany's on the Eastern front, without counting the fact that the Germans have a good deal of their AAF off the board and seven of the remainder in Spain.

Summer 1942. The Allies achieve a naval nationality DRM. The Germans take another 1:2 attack on Gibraltar and blow out again. They take an offensive in Russia to blow up Russian armor. The German sub result is 7/6. The Japanese sub does nothing. The Japanese take Wake Island and retake Kwajalein.

The Germans have 19 AAF, their interceptors and all their minors' air off the board after builds - their dead pile is huge. The Russians take their first offensive, pushing the Germans back from Leningrad and exploiting to the Rumanian border. The German army group south is bagged again. The British exploit to Tobruk. The Americans invade more islands in the Solomons and place more air there. The British build a fort in Dacca. The U.S. begins building CVEs. Gibraltar is reinforced with an American 5-6 armor.

Fall 1942. The Germans attrition in Russia. The Italians run away in Libya, but continue reinforcing Africa. The Japanese use the entire IJN to invade Columbo at 2:1 and take it without losses. The German sub result is 5/8. At this point the Germans are having trouble rebuilding all their subs in view of their extensive forces off the board. After builds, the Germans have 140 BRPs of unbuilt units, including 24 AAF off the board. The Japanese build beach fortifications in New Guinea. The British continue to advance in Africa. They send infantry to clean up Ethiopia. The Americans cautiously advance in the Solomon's, but cannot yet attack Bougainville, which is under a large stack of Japanese LBA. WA naval construction concentrates on DDs.

Winter 1942. The Eastern front winter roll is "3". This is a quiet turn for the Axis worldwide. The Japanese wait, and the Germans rebuild as best they can. The German sub result is a 4/8. No Japanese subs are used. Japanese raiders turned back at cost of a damaged U.S. BB4. The Japanese deploy two 3-3s to Wake and build a fortification there. U.S. armor invades Cartajena in Spain as the British advance out of Gibraltar. The British press forward past Benghazi. The Russian attrition annihilates German army group south near the Rumanian border. Six CVEs deploy to the ASW box for Spring. U.S. destroyers are transferred from the Pacific to the Atlantic. There is armor in the British ports and a powerful air force in Britain. The Germans get 69 BRPs of growth in the 1943 YSS and the Japanese grow by 30.

Spring 1943. The German player howls with frustration as he rolls a "1" on advanced subs, effectively scuttling the project, which will be useless by 1944. The Allies achieve 2 ASW results, an air range, and military training. The WA place a spy ring in Turkey. Germany activates Sweden and Bulgaria. The Germans have a quiet turn, still rebuilding. They add three interceptors to their force pool and build an artificial oil plant in Breslau.. They build a fort in Bessarabia. They make no submarine attack. The Japanese launch a powerful attack on the Chinese Nationalists. The rest of the PTO is quiet. They build more beach fortifications in New Guinea. The Germans deploy much of their air to Russia and reinforce Rumania. There is no armor in France and the beaches are lightly defended with no air in range. The WA make a diplomatic roll for Turkey and establish hex control. The WA invade the Pas de Calais and establish a powerful bridgehead. The WA attack the Italian positions near MM29 in Libya. The Chinese Nationalists attack a forward Japanese armor with isolated 2-2s and destroy it, but their prospects look grim despite 5 BRPs per turn from the U.S. The U.S. builds an artificial port in Guadalcanal. The WA produce 4 SAC, 3 interceptors, 2 subs, an air transport, a paratrooper, a commando, a 5-6 armor, two SBP, and a NAT. WA shipbuilding is now in high gear.

Summer 1943. The WA announce a jet result. The Germans preemptively attack Russian armor in the East and build a line on the Rhine and west of the Seine in France. They pull most of their forces out of Spain. Their air force is still concentrated in the East. Their subs make one last attack, with no significant effect. They are not rebuilt. The Japanese continue to abuse the Chinese and hunker down for U.S. attacks in the Pacific. The U.S. sends a patrol to attack Japanese LBA in the Marshall Islands and goes on station to guard an invasion of three of the Gilbert Islands. The U.S. also invades the two Solomon Islands west of Guadalcanal. The Japanese do not attempt to intercept any of these invasions. The U.S. subs finally kill a Japanese transport. In Africa, the Italians are running away from the advancing British. In France, the WA capture Paris and expand their bridgehead. They bomb Berlin and firestorm it, destroying an artificial oil plant. The Russians, short on armor, use their infantry to attack as

many German units as possible, and exploit in the center around the swamps. The German line in Rumania is impregnable for now.

Fall 1943. The Germans attrition, again concentrating on neutralizing or killing Russian armor. They manage to relieve isolated forces in the center. They pull back in the north toward Poland and East Prussia, and beef up their lines on the Rhine, backing it up with 20 AAF. Most of the German force pool is now on the board. The Japanese abuse the Chinese some more, and continue to fortify New Guinea. The Americans send a big patrol to the area between the Marshalls and the Gilbert Islands, and launch invasions of the last Gilbert Island still in Japanese control, and the southernmost island in the Marshalls. The Japanese come out to intercept with their whole fleet and a huge battle ensues. The invasion of the Marshalls is turned back. The U.S. loses two carriers and two are damaged. The Japanese lose one carrier, and one is damaged, because the U.S. fails to find any carriers on the second round of combat. The Japanese conventional fleets, however, suffer heavy losses. Both BB5s, a BB4 and a BB3 are damaged, and 3 BB3s and CA4 and some DDs are sunk. The U.S. suffers damage to a BB5 and a BB4, and one BB3 and some CA are sunk. In France, the WA lose a 1.5:1 breakthrough attack, so the Siegfried line holds. The British take Tripoli. Most of the British forces in Spain go to France. The Russians broke through into East Prussia and Rob Carl loudly and gleefully announced that the Russians were raping German women. He was quieted down with some difficulty. The U.S. built an artificial port in the Gilberts and immediately replaced its carrier losses.

Winter 1943. - Bill Moodey had to leave, so the Pacific was shut down. Eric had to leave two hours later, about 5 P.M. on Saturday. The final turn saw the German player eject the Russian from East Prussia and further beef up his position on the Rhine, but the WA broke across the Rhine on the Swiss border, losing 30 AAF on a full exchange. The WA announced a winter preparation result and exploited a hex out of the BH, securing it against any possible German counterattack. Mopping up operations were proceeding in Africa.

Post-mortem. My only regret about this game was that it did not go another four turns. By that time it would have been clear whether the no-bomb decision the Allies made would have paid off. I have not had the opportunity to ask Eric whether he had the capability to build Berchtesgaden in 1944. Without that the European Axis would probably have surrendered by Winter 1944, if not sooner. The Allies were poised to move forward in the Pacific when the game was called, but that might not have been the case if Bill had not come out to fight. He stated before the final naval battle that he would not have fought the U.S. fleets but for the fact that he was leaving. He is a believer in the fleet in being strategy for Japan, which has been discussed at some length on the list in the past few days. While the European Axis were certainly plagued by bad die rolls, and the Russian rolled well on research and combat, in my view, the protracted campaigns in France and Spain in 1940 badly disrupted the German timetable, weakened their attack on Russia, and set the subsequent course for the game in Europe. The Germans then made their situation worse by activating Finland too soon, failing to activate Rumania, and finally by depleting their forces with repeated low-odds attacks on Gibraltar. Their strategic bomber program turned out to be a waste of resources because the Russian player was ruthless enough to destroy any ICs that the Germans were able to attack, and was never pressured enough by German ground attacks to feel a strain on his UCL. Indeed, BRP grants to Russia were never very large throughout the game. While the German player was devastated by the failure of his advanced submarine program, it probably would not have helped much in 1943, due to the successful Allied invasion of France and the collapse of the German position in Spain. The PTO was a much more even fight. The Japanese research strategy was well focused and supported their play, which was essentially flawless. Whether they could have survived for long after an early German collapse is a question that is very hard to answer. The consensus was that the Japanese could probably survive until Fall or Winter 1945, but the decision of the Allies to abandon the A-bomb project might well have resulted in them lasting longer.

Game 3:

Graham Kays (Euro-Axis) and

versus

Jim Sparks (Western Allies Europe) and

Phil Mathis (stepped in for Jim when he had to leave)

Graham Kays and Jim Sparks provided this game description. Jim's comments are in italics.

Introduction. Since I told Jim my plans before we played (not realizing we would end up playing each other), I decided just to abandon them. My new plans were to play a historic game. My research heavily emphasized production. I pursued no high tech projects.

Fall 1939. Germany conquers Poland and takes 12 BRPs in losses. Russia takes the Baltic States and E. Poland. The Allies call Belgium as a Diplomatic target and get a 4 result (no effect). Battle of the Atlantic (BOTA): 1/1 (0 mod) (1 transport eliminated, 1 inverted). Russia announces a Spy Ring in Rumania. *. The Allies get lucky and get full Anglo-French Cooperation.*

Winter 1939. Sitzkrieg. Germany builds. I defer my heavy ships in order to build 2 DDs. BOTA: 1/0 (0 mod). Germany eliminates the Russian Spy Ring in Rumania.

Spring 1940. Germany DoWs Netherlands and Belgium, attacks through the low countries and takes two hexes in France. BOTA: 3/1 (+2 mod). The WA had co-operation so I just decided to be conservative and look towards a Fall 40 conquest. Almost all of my attacks in France would be at 3-1 or greater odds. *The Allies are able to supply Calais and move a 3-5 there. The British move a 2-5 in Maginot hex P24 (Metz). This caused a precarious situation, because I rolled on the 31+ attrition column and got 2 hexes. He had to take losses on the front line so I would not isolate his exploiting armor. I was able to take back the two hexes of France from Germany. With no Italian DoW, and no armor threatening Southern France, most French troops deployed northward. Russia demands the Bessarabian Border hexes, and the Axis give it to them.*

Summer 1940. Germany DoWs Denmark and Norway. Another conservative attack in France killing British units, and setting myself up for a Fall conquest. BOTA: 3/3 (+1 mod). *The Axis attack France and the Allies cannot push them back this time. France will fall in Fall. Italy Dows France. Nothing much in the Med but attritions. There is no armor threat from Italy into France.*

Fall 1940. Italy DoWs the Western Allies. Paris falls to a 3-1 attack. BOTA: 2/1 (+1 mod). *The Allies put DPs in the French surrender, so that with modifiers, surviving French units, Anglo-Allied Cooperation, and the Fall turn, the FSL is -3. As luck has it, all the colonies go Vichy anyway!*

Winter 1940. Germany calls Spain, Rumania, Hungary, Yugoslavia, and Bulgaria. I get hex control in Spain and Rumania on two rolls of 6. Hungary associates. Yugoslavia and Bulgaria stay neutral. BOTA: 7/3 (+4 mod). Germany sends air down to Spain, but unfortunately Britain had placed two 3-4s there in the prior turn. This set the trend for the game. The dice favored me in Diplomacy. As the game played out, the dice favored Jim on combat rolls. *The Allies have it so that the Axis could only get hex control of Rumania and Spain if a 6 was rolled. Graham rolls a 6 for both.*

Spring 1941. Germany calls Spain and she activates as a minor ally. No allied DPs are spent there. Other diplomatic targets are Rumania (which activates as a minor ally) and Bulgaria (which stays neutral). The Axis DoWs Vichy, Portugal, Yugoslavia, and Greece. Italy attempts to sea transport two 4-6 armor to Albania. The Greek fleet intercepts and damages an Italian CA2. A British sub intercepts and gets a result of 4 damage. This kills four lights and destroys a 4-6 armor unit. Germany blows out on a straight 1-1 attack on the breakthrough hex in Greece, getting a full Exchange. Germany conquers Portugal, Vichy, and Yugoslavia. BOTA: 5/4 (+4 mod). This was the turn that lost me the game. The DoW on Vichy was, as it turned out, against the rules and an illegal move (but we won't find this out until three turns later, so we were beyond the point of going back). Regardless, I made a Diplomatic

mistake in not protecting Vichy with DPs. The DoW came about because the Allies did not have any DPs in Spain, so that tipped me off that they had fat-stacked Vichy. Also, whatever benefit I got from my lucky Vichy colony rolls was negated. It also gave the Allies control of Corsica (another rule oversight that would not be caught until it was too late). My instincts were correct about protecting Southern France from Allied incursion, but I would have better served by propping up Vichy diplomatically, thus protecting my Western flank in North Africa. I have always had problems figuring out how to handle Italy and the Med and it certainly was a factor in this game. The Greece endeavor was also a mistake, and I knew it was a gamble at the time (but wanted to follow the historical German path, so I needed Greece!). *(Editor's note: The game had already departed from history by the activation of Spain, and the early, albeit illegal, DoW on Vichy! Graham is certainly correct in bemoaning his decision to go ahead with the attack on Greece, though it might have worked out had Jim not done to Graham what he has done often enough to me - intercepted a sea transport unexpectedly.)* Lack of Bulgarian hex control hampered my ability to get units into position for the attack. I had intended to take a 2-1 on the breakthrough followed by a 1.5-1 on the capital for a one-turn conquest. The amazing sub attack roll ruined that, so I decided to take a 1-1 with a 2-1 for the capital. If I failed (which I did), then I could redeploy those armor units that I would have used for exploitation north, to setup for the attack on Russia. Of more strategic consequence, the two turns I spent sending units to Albania limited what I had in Libya which, combined with the Vichy DoW, would have disastrous consequences. I would never get a successful troop convoy down to Libya. I would have been better served leaving Greece, and sending units to reinforce Libya. I mentioned before about the Diplomacy rolls vs. Combat rolls. I would take a few 1-1 and 1.5-1 attacks in this game and I failed on all of them. In contrast, Jim would take a string of 1-1 attacks and had something like eight successful attacks in a row. He would not fail on one or two of them until later in the game. *In a crucial transport in the Med, a British sub from Malta was able to intercept two 4-6 armor, transporting into Albania. The Allies were able to sink enough DD to force a 4-6 to be lost. This later had a tremendous effect in the Med, since Greece was able to hold out for over a year. 1941 I decided to not put any DPs into Spain. The Axis had +5 Dps, +1 Hex Control, +2 units, and +1 mod. I placed my DPs into Vichy. I had a +5 Modifier for Vichy, -1 for FSL, -3 DPs, -1 Spain. Unfortunately we erred by letting the Axis DoW Vichy in Spring 1941. The Axis cannot DoW Vichy until the US is at war. We resolved this by just playing through it. This gave England even more French troops because all the hexes outside of Vichy become Free French. The Axis put 10 air factors over Gibraltar to isolate it. Fortunately I placed two 3-4 infantry into Gibraltar in Fall 1940. Rumania became a full Axis Ally. The Axis achieved Bulgarian hex control. Hungary became a full ally. Greece holds out for about 6 turns. With the -3 FSL and Extra Vichy troops that went Free French, The Med was safe, and I could liberate Ethiopia early.*

Summer 1941. Germany DoWs Russia. Germany executes a modest attack on Russia. The Russian army is relatively intact and moves their defense to the Dvina/Dneiper river lines. A BC3 & PB2 raid and both get destroyed by a large interception force (2x CVL, 2x BB4, CA6). BOTA: 3 /4 (+2 mod). The British take an offensive in the Med and isolate the Italians in both the west and east side of Libya. Russia was a tough nut. Russia had ten additional 3-3s on the board on the DoW turn (six from production and four from mobilization). I could only make modest gains. The lack of troops in Libya led to this "one-turn conquest". *The Axis get Poland and Bessarabia. The Allies push in North Africa from Egypt and Tunisia. The Italian Fleet is no match for the British. Finland sits out the war. Thanks to Mark Yeager, I had an excellent defensive setup for Russia.*

Fall 1941. Germany DoWs the US. The Germans attack in the center front in Russia and get as far as Smolensk. BOTA: 6/5 (+4 mod). The Allies invade Sardinia. With prospects of an Italian surrender looming, the Italian navy sorties to oppose it and gets hammered by three British TFs. Italy loses a BB4, two BB3s, a CA6, and a DD2, while Britain loses only a CA2. The Allies reinforce Corsica and Crete. *The Axis Dow the USA due to tensions. The Axis breach the Dnieper River and take Riga. The Allies*

invade Sardinia. Corsica is Free French. Italy is threatened with surrender. Ethiopia falls. Libya is conquered. The Allies transport 10 air to Casablanca.

Winter 1941. The Germans face a mild Russian winter (6). The Germans raid with BC3, CA2 and kill one transport. BOTA: 6/5 (+4 mod). The Germans supply Cagliari, air transport an airborne unit there, and build a fort there. The Western Allies invade Sicily. By this time I had transferred all my air south in order to prevent an Italian surrender. *Italy is saved at the time being. The Allies break the siege of Gibraltar. Winter is no friend to the Axis in Russia.*

Spring 1942. Germany finally conquers Greece. Germany reinforces Messina and Italy builds beach defenses on the Italian beaches. BOTA: 5/6 (+3 mod). The Western Allies invade Sicily. The Greek debacle was finally over. Ironically, taking Greece provide Italy with another DP which would keep them in the war another year. But I still needed all my air south to protect the beaches and try to hold the boot.

Summer 42. With a massive Russian army already on the board and all my air in the south, Germany can only attrition in the East. BOTA: 2/5 (+1 mod). The Allies attack and take Messina. The Russians attack along the broad front (many 1-1s) and, with partisan help, surround a pocket of units around Kiev. *The Axis are spread thin and go on the defensive in Russia. The Axis have never had a lot of air in Russia. Ten factors were in Spain to siege Gibraltar, and several more were near Greece and Italy to help conquer Greece, supply Sardinia, and defend Italy. The Allies re-invade Sicily to place more troops. Russia becomes a meat grinder attacking anything it can reach with a 1-1 from this point forward.*

Fall 1942. The Germans use air supply and easily clear the partisan created pocket. BOTA: 1/2 (no mod). The Russians exploit into Rumania. The Western Allies led by two 5-6 armor units attack up the boot, but (finally!) blow out on a 1-1 attack. Italy survives for another turn. The Allies bomb Germany and cause 7 BRPs of damage (3/1 result, +1 mod). The BOTA was won at this point. Despite good modifiers, I never felt the BOTA had Britain on the ropes. By this time, Jim had 21 ASW in the box and was inflicting 5 sub kills a turn. The modifiers were even and I needed the UCL for ground and air units. The Allied offensive capabilities and mobility were not really hampered by the BOTA and they still had a good number of DDs on the board (12 at this time). For my defense in Russia, I couldn't defend everything ("he who defends everything, defends nothing"), so I defended heavily in the north and central areas, leaving the south vulnerable. I was glad when Russia attacked there. The Russians would become bogged down in the Balkans for the next five or six turns. *The Axis abandon Sardinia. The Allies clear Sicily.*

Winter 1942. The Russian winter is a 9. Russia DoWs Bulgaria. The Allies move up the boot and Italy surrenders (+2 ISL). Russia conquers Rumania but oil is still in German hands. Russia attritions in the east. The Allies invade Spain at Cartagena. By this time, I was being threatened an all fronts. Fortress Europa was built (I had beach defenses on all the northern French beach hexes) and was double stacked with 3-3s. I had all my 3-3s produced and on the board as well as five 1-3s and a 5-6 armor. My plan was to give up ground on the far reaches of my conquests and to collapse inward. So having the Allies land in Spain played into that defensive mindset. *The Allies take two hexes from Italian mainland by crossing the straights. Italy surrenders. The Allies invade Spain in the Med. The Axis get a +2 Italian surrender.*

Spring 43. Germany attacks in Rumania and cuts full supply to the Russian armored spearhead around Bucharest. The Allies activate Turkey as a minor ally. Turkey conquers Bulgaria. Russia takes 1-1 attacks to both take and surround the Rumania oilfields, but fails on both attacks. The Allies land at Rennes but take a full exchange for 24 factors of losses. They do not exploitation. The Allies conquer Spain on a 1-1 exploitation attack. The Americans bomb Germany for no effect. The probabilities for 1-1 attacks finally catch up. After a string of early success, important attacks in Italy (a few turns earlier)

and here in Rumania finally even out the luck factor. *The Allies break out of the toe of Italy and take Taranto.*

Summer 43. Germany counterattacks in France and retakes Rennes on a full exchange. Germany has 15 Air and 8 Infantry unbuilt at the end of the German turn. The Western Allies call Sweden and get a 5 BRP result on a 1 roll. The Allies land again in Europe, this time exploiting and taking Paris. The Turks move into Albania and Greece. The Russians exploit in Rumania and advance next to Belgrade and the Hungarian border. The Allies land infantry in an unoccupied Bergen. The Allies take Lisbon. *The Axis kick the Allies out of in France. The Allies reinvade France, take Paris, and isolate NW France with an armored unit in hex P21 (the hex southeast of Paris) and two partisans (Communist and Allied) in hexes Q19 (La Rochelle) and Q18 (the hex east of Q19). The Allies push into southern France from Spain. Russia captures Ploesti and advances deeper into the Med, (Yugoslavia and Rumania) further stretching the Axis line of defense. The Allies will have five air bases to attack the Ruhr in Fall. The Allies invade Norway. The Allies liberate Rome and push to the mountain hex northwest of Rome. The Turks liberate Albania and the Straits are now owned by the Allies, permitting invasions into the Adriatic. The Axis units in Greece are cut from full supply.*

Fall 1943. Note: At this point, Jim Sparks had to leave. Phil Mathis takes over as the Allied player. The Germans pull out of Italy. Germany has 22 air plus a few infantry units unbuilt. The Americans exploit across the Seine into Brussels and Antwerp. The British move units into southern Germany from Italy. The Russians attack across the entire front. They take Belgrade and break into Hungary. Infantry advances next to Warsaw. The WA bomb, do 5 BRPs of damage, and chew up lots of German air in the process. The Allies take back Norway. My collapsing defense now resembled a box. The west side ran along the west wall, the south along the horizontal line from the Berchtesgaden mountain line to Budapest, and the east from Budapest northward through central Poland.

Winter 1943. the Americans break through the Rhine in Holland and exploit to Bremen and the Elbe. The British exploit around Berchtesgaden. The Turks attack in Greece next to Athens. The Russians exploit through Hungary into Germany, make headway in South Poland, and move adjacent to Breslau. Warsaw is still in German hands. The Western Allies bomb and do 14 BRPs worth of damage. We were tired and failed to realize it was the winter turn. The WA should not have been able to exploit. But since I cut supply to the Americans on the next turn and the British didn't make much headway, it had minimal if any impact on the outcome of the game. Regarding the bombing campaign, the last of my German air was chewed up and I could no longer seriously resist the bombing campaign. I had only been building infantry and armor for several turns now.

Spring 1944. German armor swings around the line and cuts full supply to the American exploiters. The Russians exploit in the SW front and take Breslau. The Russian infantry continues to slog through Poland, finally take Warsaw and get a BH across the Vistula. Russian infantry takes Budapest. The Americans get a bridgehead (BH) across the Elbe, and breach the West Wall at Mannheim. The British exploit at Prague and gain the hex SE of Dresden. Turkey clears Athens of the last German unit in Greece. They will occupy Athens on the next turn. The Americans counterair the last of the German air. Cologne is firestormed by WA bombers.

Summer 1944. A 62 attrition takes a few more hexes in the west. The German 'box' collapses even further. Germany has a one hex bubble around both Berlin (with fort) and Leipzig (with fort) and a slight bubble past the Oder and north to Poznan and Kolberg. German armor is double stacked surrounding Berlin (which has two 5-6 armor, plus five Airborne units (!), plus the fort). Double stacked infantry surround the rest of the bubble including Leipzig, Essen, and Cologne. The Russians exploit to within two hexes of Berlin. The Americans exploit across the Elbe again and create a BH next to Berlin. The British take Dresden (next to Leipzig). The Turks march into an empty Athens. The Western allied troops take Copenhagen. The Allies firestorm both Essen and Berlin.

Fall 1944. Germany ends the turn with -23 BRPs. The Russians exploit and attack Berlin 56-45 (1-1). They roll a 5 for an Ex-2. Berlin falls. Germany surrenders. Three nukes rain down on Japan and they surrender in Summer '45. The European campaign does not give a bonus for Japan surrendering early, so there is just no penalty for a late Japanese surrender. The game is a -3 Victory level in favor of the Axis.

Post-mortem. It was a fun game and I enjoyed it a lot. The combination of the Vichy, Greece, and Libya debacles are what cost me the game and can easily account for the -3 Victory level. Getting Spain on my side was a great boon, but I didn't exploit it to good advantage. I should have moved more air there and limited the WA maneuverability as well as threatened Gibraltar. Although I did siege Gibraltar for a couple of turns, I never seriously tried to take it. Overall, once the game was already decided in Spring 1941, I felt I defended well. I was never in BRP or Oil trouble. I kept the Allies out of Berlin as long as possible.

Jim's comments (not knowing the final result): We did 1944 research for Atomics and found I would have 3 bombs to force an early Japanese Surrender (by one turn). We also projected an Axis surrender in spring or summer 1944. (Editor's note: Graham was able to hold out until fall, and could have held out until winter if the Russians had failed on the 1-1, illustrating the difficulty of projecting victory.) The Axis UCL was getting chewed up in 1942 and 1943. Heavy bombing in 1943 would have caused more UCL damage, and possibly firestorms, in fall and winter 1943. The Russians were going to conquer Hungary and Yugoslavia in fall 1943. I will let Graham fill in the blanks I missed, and give greater detail to the Axis side. The game looked to be a possible Allied decisive, with Japan surrendering one turn early. Graham is a good player and a great person to play against. I enjoyed getting to know him and playing against him. I do not recall playing the Allies for a few years now. It was fun to have so many options for RPs. I am sure I could have researched better than I did.

BOTA - I invested 3 RPs into Naval research in 1939 and got the breakthrough. During the game, I converted and produced max ASW until sometime in 1942, where the Germans could not rebuild the sub losses due to limited SBP. The sub war ended in mid to late 1942. The Axis never declared any air range results. The Allies announced air range results in 1940 and 1942, and a Naval drm result in 1942. There was no ASW result in 1940. There was a -2 result in 41, and -1 additional result in 1942. I built three CVE's total during the game. The Axis had +2 for France (winter 1940), +1 Spain (winter 194). I am not sure when the Axis got their +1 torpedo result, but I believe it to be in 1941. The Axis were able to keep transports low, and I had to take oil effects for a couple of turns in England.

Naval Losses - Over time, the Axis took tremendous losses to their fleets, especially the Italians. The Italians lost more than half their fleet during the war in naval combat. The Axis lost a BB3 and a few lights. The Bismarck did not show up until 1942, postponed to build submarines. The Allies lost 3 CA2, besides the BB4 and BB3 that needed to be sent to the Far East.