

Fall 1939

Research and Production

Britain attempted a quick Anglo-French Cooperation but only managed to get a “Hex restrictions lifted” result - this wasn't announced until it affected play. The Western Allies did manage a +1 ASW result though.

BRP Levels								
Country	GE	IT	JA	CH	BR	US	RU	FR
UCL	50	20	26	6	28	33	30	20
Start	110	40	40	10	50	100	70	40
Gains		10	10		10			
Spent/Lost	17				6		10	
UC	48	11	26	3	28	6	30	20
Final	45	39	24	7	26	94	30	20

Diplomacy

Britain tried to bend Norway to their way of thinking but Norway didn't want anything to do with the Allies and stayed neutral. Britain, undaunted, mined the Norwegian waters anyway.

Turn Synopsis

Germany conquered Poland losing only 1 AAF. Germany conducted its free Harbor Attack on the British TF in Rosyth; because of the allied ASW result Royal Oak (BB3) was only damaged. Germany built its second sub and launched its cruiser. Italy set up strongly in North Africa and used its Fa39 builds to defend against the Allies. Italy also NR'd a replacement to Ethiopia. Japan conducted attrition combat against Communist China and Nationalist China

Britain mostly conducted Naval Redeployments of units from Canada, India, and South Africa to France and North Africa. France waited for the inevitable. The Chinese Nationalists had to lose some 1x2 infantry to avoid Japan taking a hex, so their own attrition was less effective than it might have been.

Strategic Warfare

German raiders into the Atlantic (with 2 PB2s) but did not make it to the Transports -- the Axis strategic Ultra card was offset by the British draw. Britain had a cruiser damaged in the first combat, but managed to get Hood (BC3) involved in the second and damaged Graf Spee (PB2).

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	1	1	20			-1		+1			0	0/0	0	1	19
Indian			5												5
Pacific JA			15												15
Pacific US			5												5

Losses to economy for Britain: 6 BRPs and -2 UCL

Mobilizations

Effective Tension Levels		
USAT	USJT	RGT
1	0	0

Italy mobilized all infantry - two 3x3's and two 1x3s. Japan mobilized 6 NAS (they will be built as elite), three 3x2 infantry, and deferred 5 BRPs. Britain mobilized a 3x4, a 4o5, a 2o5, and one NAS.

Winter 1939

Research and Production

Numerous General Research rolls were attempted this turn; no breakthroughs resulted, but both sides gained a lot of +DRMs for 1940.

BRP Levels								
Country	GE	IT	JA	CH	BR	US	RU	FR
UCL	50	20	26	6	28	33	30	20
Start	45	39	24	7	26	94	30	20
Gains	5							
Spent/Lost	35							
UC	15		14	4	18	6	30	12
Final	0	39	10	3	1	88	0	8

Diplomacy

The Axis received a reaction roll for Britain's mining of Norwegian waters but achieved no result. Russia made territorial demands on Finland; Finland chose not to listen and a border war ensued.

Turn Synopsis

Germany declared war on Belgium/Luxembourg and The Netherlands. Germany conquered all 3 countries without much of a fight - the attack with air flying ground support is pictured on the website. Germany's construction choices were bold -- double accelerating Bismarck, starting a DD, and building just 1 airborne unit. Italy sent another replacement to future oblivion in Ethiopia. Japan continued its war of attrition against China, but again did not take a hex.

Britain and France attritioned in the west, some British units moved into the front line, but since they didn't have to stack with the French, the Allied Anglo-French cooperation result was effectively meaningless (all restrictions will be lifted on the next Allied Player turn anyway). Russia got 2 counters with its attrition against the Finns, the Chinese again had a weak attrition against Japan, but the Japanese still took one of their losses from Canton.

Strategic Warfare

No German raiders in the Atlantic.

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	2	2	17			-1		+1		+1	0	0/1	1	0	15
Indian			8												8
Pacific JA			15												15
Pacific US			5												5

Losses to economy for Britain: 7 BRPs and -2 UCL

Mobilizations

Effective Tension Levels		
USAT	USJT	RGT
3	4	2

No mobilizations.

1940 YSS

YSS								
Country	GE	IT	JA	CH	BR	US	RU	FR
Start Base	150	50	70	20	110	100	20	60
Mobilizations		10	10		10			
Growth	0	7	5		0	44	0	2
New Base	150	67	85	20	120	144	20	62
Gains	60	10	20	0	50	0	105	30
BRP Level	210	77	105	20	170	144	125	92
UCL	50	22	28	6	40	48	30	20
DPs	7	2			4	1	5	2
RPs	12	3	8		9	3	8	4

Germany received BRPs from Western Poland, Belgium, Luxembourg, Netherlands, and an economic interest in Russia.

Italy received BRPs from Albania and Libya

Japan received BRPs from its four objectives in China

Britain received BRPs from Burma, Calcutta, Dacca, Hong Kong, Egypt, Malaysia, Singapore, and Palestine.

Russia received BRPs from 7 ICs @ 10 BRPs, The Ukraine, The Baltic States, and Eastern Poland. Finland still resists.

France received BRPs from Morocco, Algeria, Tunisia, Lebanon, and French Indo-China.

Spring 1940

Research and Production

Everybody rolled the same projects as in Winter 39, so we think we know the code names for each other's general research projects. The Axis proved that it's possible to roll four "1"s even with "3 dice, take the middle" bell curve. Western Allies achieved breakthroughs in Intelligence, Atomics, and Air; and Russia had a Military breakthrough. The European Axis produced 3 GE NAS and 3 IT NAS (*oh great!*), 3 Subs, and a Shipbuilding point (SBP) in Kiel. Japan produced its second marine and activated the 5 BRPs of mobilization it had deferred -- 5 more eNAS (*methinks I detect a strategy here*). Britain produced 3 AAF, 1 NAS, and a 3x4. Russia produces a fort and a 3-4, rolling 2 BRPs of production forward.

BRP Levels									
Country	GE	IT	JA	CH	BR	US	RU	FR	
UCL	50	22	28	6	38	48	30	20	
Start	210	77	105	20	170	144	125	92	
Gains	10								
Spent/Lost	15		3		5				
UC	40	15	23	5	38	21	9	19	
Final	165	62	79	15	127	123	116	73	

Diplomacy

The Axis activated Norway for a diplomatic roll, and with the Norwegians still upset at Britain for mining the waters, they allowed German hex control of Norway.

Turn Synopsis

Germany punched into France in the north. Italy NR'd a 2x3 to Ethiopia - the British now need 14 factors to conquer it. Japan sea-transported a three factor infantry unit into Canton, thus reaching a 41 factor attrition against Nationalist China, but once again did not take any hexes. Finland surrendered the Finnish Border after taking far too many losses in attrition combat. British Ground and Air units in France redeployed to Britain after getting cold feet but, hey, they were there and they helped (at least in their own minds they helped). A Japanese 2o3 in the front lines prevents the Chinese from building on hexes adjacent to Nanking, and the Chinese decline to move their 2x2 infantry units into the meat grinder.

Strategic Warfare

No German raiders in the Atlantic. The Germans got abysmal die rolls in the Battle of the Atlantic and the Allies got a great result that aborts all the German subs.

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	5	3	17			-1		+1			0	0/0	0	0	17
Indian			8												8
Pacific JA			15												15
Pacific US			5												5

Losses to economy for Britain: 5 BRPs and -2 UCL.

Mobilizations

Effective Tension Levels		
USAT	USJT	RGT
9	2	4

No mobilizations.

Summer 1940

Research and Production

Russia placed a spy ring in Axis military research, but the Axis had a counterintelligence result in hand to destroy it. The Allies still learned the codenames of the Axis military research projects

BRP Levels									
Country	GE	IT	JA	CH	BR	US	RU	FR	
UCL	50	22	28	6	36	56	30	20	
Start	165	62	79	15	127	123	116	73	
Gains						25	3		
Spent/Lost	15	35			13				
UC	21	7	10	5	17	12		20	
Final	129	20	69	10	97	136	119	53	

Diplomacy

With a great random tension die roll the US got its first mobilization in the Atlantic.

Turn Synopsis

Italy declared war on Britain, but could only attrition North Africa in the combat phase. Germany found a weak spot in the French line, overrunning two hexes and attacking a 3o5 that started in the second line. The ensuing exploitation cut off most of the French army, but Germany did not get into Paris - France will survive until Fall (see picture). Germany launched the Bismarck and repaired the Graf Spee. Bismarck and Scharnhorst NR through a friendly Norway to the Murmansk Box. Japan moved into 5 vacant hexes in China and took a sixth in attrition combat, linking up its beachhead in Foochow (see picture).

The US laid down the hull for their first BB5, the Wisconsin (what else!). *(Perhaps they should have built DD?)*

Strategic Warfare

No German raiders in the Atlantic. After an abysmal Spring turn for the Germans, Britain decided not convert DDs to ASW and neglected to take its ASW research roll. That was a mistake; the Germans quickly punished the Allies with 5 subs in the SW box, a torpedo research result, and a poor Allied ASW die roll.

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	5	3	17	+1		-1		+1			0	1/2	1	4	9
Indian			8												8
Pacific JA			15												15
Pacific US			5												5

Losses to economy for Britain: 13 BRPs and -4 UCL, 6 Transports sunk.

Mobilizations

US took their first Atlantic mobilization: 1 SBP, 12 NAS, and one 3x4 infantry.

Effective Tension Levels		
USAT	USJT	RGT
11	7	5

Fall 1940

Research and Production

The Allies roll their belated ASW project and get a result. Everybody else is down to their last project, too.

Diplomacy

Because France was still active at the start of the turn, there is only a +1 Powers at War modifier for the RGT. Combined with Germany's 2 DP edge that delays Russian mobilization until Winter, a major victory for the Axis. The stubborn Finnish defense means that Russia still has some 3x3 infantry in that Border area and can only muster 31 factors to influence Bessarabia; Russia tries it anyway, wanting to complete their defensive perimeter. The modified die roll (5-6 after a net +1 modifier) allows the Rumanians to fight, but because the Axis don't want to take the losses from a massive Russian attrition as negative DP modifiers when they try to activate Rumania, Rumania gives up the border zone without a fight.

Turn Synopsis

The Germans walk through an empty Lyons and overrun a French replacement to attack Marseilles without having to cross the river. Other German units hammer Paris and their armor exploits to attack the French units in Brittany but can't kill all of them. The only losses are a couple of AAF fighting off the French last gasp DAS. Bismarck and Scharnhorst deploy to the Murmansk box preparatory to raiding. Japan gets a massive 7C attrition on the Nationalists but the Chinese die in place to prevent Japan taking another hex. The US send a quick 4 BRP grant to help the defenders of democracy in Asia rebuild -- Claire Chenault arrives with the first AVG factor but China can't afford to build it.

Britain lets the Italian air isolate Malta, but supplies the French troops in Brittany, securing a -1 modifier (for surviving forces) to the French Surrender Level. Here are all the modifiers:

Surviving Forces;	-1
Turn of Surrender:	-2
Allied DPs	-1
Control of Objectives	+4 (Paris +2, Marseilles and Lyons, +1 each)
<u>Axis DPS</u>	<u>+1</u>
Net	+1

Germany establishes Vichy; all the colonies go Vichy. There are 2 factors of Free French infantry which get first pick on the French force pool; the Allies pick a 2x3. Vichy forces get 12 infantry factors (including two 1x3's), 3 AAF, Strasbourg BC3, CA4 and 5DD. One Vichy 2x3 is placed in each colonial capital, the rest of the forces in Vichy city and Marseilles.

Strategic Warfare

In spite of the Allies success in ASW research, the U-boats rule the sea again with a net 5/2

Submarine Warfare																
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr	
Atlantic	5	4	16	+1		-2		+1		+1	0	1/2	1	3	9	
Indian			8												8	
Pacific JA			15												15	
Pacific US			5												5	

Losses to economy for Britain: 13 BRPs and -4 UCL, 5 Transports sunk.

Mobilizations

Japan takes their second mobilization with: 1 SBP, 2 eNAS, 4 AAF, and a 1x2

Effective Tension Levels		
USAT	USJT	RGT
14	9	8

Strategic Assessment -- So Far, So Good!

With the fall of France, the first phase of the war is over. The Axis had the initiative (obviously) and chose to threaten an early Sea Lion by accelerating Bismarck in Wi39. Combined with the Italian redeployments to Ethiopia and a Winter attack on the Low Countries this marked an aggressively anti-British strategy. It was almost a mistake; the Germans were saved mainly by very light losses (4 AAF, a couple of 3x3's and one exploiting 4o6). At one point (the Summer 1940 Allied player turn) the British had a chance to cause the Germans serious problems by counterairing, but chose instead to be conservative and just keep their forces intact. This was probably the safest move, given the potential for combat in the Med. As it was the Germans didn't have enough power to take France in Summer and the Sea Lion threat was successfully delayed to 1941. Diplomatically the Allies have been unlucky, chasing Norway into the Axis camp and missing the "baseline" Fall 1940 mobilization in Russia.

Strategic Assessment -- What's Next?

Going forward, the Axis have a problem; 115 BRPS of units are unbuilt at the beginning of their Fall 1940 construction phase. Considering shipbuilding, they have only 120 points of unit construction until the Summer 1941 turn to build them with. Any further Axis losses, above the excess 5 BRPs, will result in units being unbuilt by the optimal time for Barbarossa. The Axis choices are:

- 1) Hunker down and build up for Russia, letting Britain escape; essentially validating the British 'defend the shores to the death of the last Frenchman' approach).
- 2) Take some whacks at Britain, either by bombing or attacking in the Med, and hope that casualties continue to be light.
- 3) Go after Britain exclusively, keeping Russia down with diplomacy (and making things very tough on the Japanese who would not be able to withdraw any forces from Manchuria without risking a Russian DOW in the Pacific.)

The Axis choice will determine the further course of the war. The first hint is provided in the German Fall 1940 construction phase; they build 2 DD (which will be available for a cross channel invasion in Spring 1941) and grant 5 BRPs to Italy (so Italy can build 2 DD and still take a full offensive in Winter). In the redeployment phase, the Germans send two 4o6's (about double the historical commitment) to North Africa. The Brits groan as all three Mediterranean task forces miss interception rolls. Too bad they hadn't kept any subs in Malta -- they could have at least sunk some Italian escorts on the first turn after isolation.

Winter 1940

Research and Production

No rolls or announcements

Diplomacy

Russia will finally mobilize, so Germany goes for its minors.

Here are the DP rolls:

Finland: 10 – Ally (+1 RGT),

Bulgaria: 9 – Associates (+2 RGT),

Rumania: 10 – Ally (+2 RGT, *lots* of modifiers here!)

Hungary: 10 – Ally (+2 RGT)

Yugoslavia: 7 – contributes 5 BRPs, (= 0 RGT, but a disappointing roll -- there was an Allied DP here) Not to mention +1 RGT per turn for any diplomatic penetration of the Balkans.

Russia is now on track to mobilize continuously. Given that the Axis are still threatening a serious anti-British strategy, it looks as if the Axis want to have their cake and eat it too.

On the Allied turn the Brits decide that safe is better than sorry and invade Lebanon/Syria with a 1x3, walking through Beirut and stopping on the beach hex to block an Axis invasion or redeployment after activating Vichy.

Turn Synopsis

Germany splits its air force; 3 factors to Norway to counterair British NAS in Scapa Flow (a fight which comes off badly as the Germans lose an AAF), 5 into the Med to take over air superiority duties, and 22 along the channel to protect naval redeployments and bomb London. Bismarck and Scharnhorst raid, Scharnhorst is damaged, but so is Revenge BB3. Scharnhorst redeploys to Kiel and Graf Zeppelin carries its 2 NAS into the Murmansk box to join Bismarck for the next turn. The Italians (three 3x3's and 3AAF) and a German 4o6 take a 2:1 against a British 3x4 and a 1x3 (Defensive value 8). The Brits send 5AAF as DAS, they fight through the remaining Italian AAF and change the odds to 1:1. The die roll is a '2' = 'a'. Since only the German 4o6 can continue for a second round, the attack fails. Because the Italians are out of BRPs, the Axis take the German 4o6 as a loss (Infantry would be cheaper to rebuild, but would not reach the front in time if redeployed through Tripoli). Two more 4o6's are redeployed to North Africa (for a total of 3), and at Rommel's insistence the Luftwaffe trades places with the Regia Aeronautica (Germany sends Italy the necessary BRPs to rebuild their air in Sicily). Japan once again rolls a massive attrition in China and occupies northern French Indochina to prevent further BRP grants for the US.

On the Allied turn, the Brits roll a successful attrition (1C result) in Lebanon/Syria; Damascus is open and will be liberated by the Allies in Spring 41.

Strategic Warfare

22 German AAF bomb London (which is 7 SW factors potentially bombing). The British oppose with 10 AAF and trade 3 losses for Germany's 3 killed 4 aborted (the Brits had a net +1 in air combat due to Radar research). 4 SW factors (14 AAF / 3) penetrate but London's defenses only abort 1 (Britain has been rolling very badly in SW for 3 turns). The bombers roll average with a 1/1 but 3 factors surviving yields a net 13 BRPs of damage to London. The subs take advantage of the French ports, rolling well once again.

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	5	5	16	+1		-2		+3			0	1/4	2	3	6
Indian			8												8
Pacific JA			15												15
Pacific US			5												5

BRP Levels								
Country	GE	IT	JA	CH	BR	US	RU	
UCL	50	22	28	6	30	56	30	
Start	65	15	60	4	50	124	121	
Gains	22	8	10			50	5	
Spent/Lost	29	14			39			
UC	50	9	16	4	15	12		
Final	8	0	54	0	-4	162	126	

Total losses to economy for Britain: 29 BRPs and -10 UCL, 6 Transports sunk.
 Only 3 oil counters make it across the Atlantic, and the British take the Army and Construction oil effects to avoid spending their reserves. The British still deficit spend 5 BRPS to keep up their vital shipbuilding efforts. Note that this result is within the normal range for British economic losses in 1940.

Mobilizations

Effective Tension Levels		
USAT	USJT	RGT
21	12	20

Japan secures itself against potential German intransigence regarding the Tritpartite fraternal obligation to declare war on Russia and mobilized again, a few turns early. They add 3x3-2, 3x2-2 and 5x1-2 for the Summer 1941 construction phase, and accelerate the USJT by 1 point (but potentially more, depending on subsequent events)

over historical numbers/

As a result US mobilized in the Pacific as well as the Atlantic (second time): 1 SBP (Atlantic), 1 SBP (Pacific), 2 AAF, one 5o6, and two 3x4's and defers 8 BRPS (4 in each theater -- they will generate 8 NAS in Spring 1941)

Russia mobilized for the first time, they use 9 BRPs of mobilization to create three 3x3's and defer 1 mobilization BRP (they also have 2 Production BRPs deferred). Alas, these units will not be available for the initial German Barbarossa campaign (if there is one) as they only come available in the Summer 41 UC phase.

1941 YSS

YSS	GE	IT	JA	CH	BR	US	RU
Country	GE	IT	JA	CH	BR	US	RU
Start Base	150	67	85	20	120	144	20
Mobilizations			20			75	
Growth	4	0	27		-4	81	25
New Base	154	67	132	20	116	300	45
Gains	162	10	20	0	50	0	120
BRP Level	316	77	152	20	166	300	165
UCL	51	22	44	6	38	100	40
DPs	12	2			4	5	5
RPp	14	3	10		9	12	9

With 3 mobilizations in 1940, the US managed to get a 300 BRP Base.

Germany received BRPs from Western Poland, Belgium, Luxembourg, Netherlands, Norway, Denmark, France, Finland, Hungary, Rumania, Bulgaria, Yugoslavia, and an economic interest in Russia.

Italy received BRPs from Albania and Libya

Japan received BRPs from its four objectives in China.

Britain received BRPs from Burma, Calcutta, Dacca, Hong Kong, Egypt, Malaysia, Singapore, and Palestine.

Russia received BRPs from 7 ICs @ 10 BRPs, 1 IC @ 5 BRPs, The Ukraine, The Baltic States, Eastern Poland, Finnish Border, and Bessarabia.

Spring 1941

BRP Levels							
Country	GE	IT	JA	CH	BR	US	RU
UCL	51	22	44	6	32	100	40
Start	316	77	152	20	166	300	165
Gains	40				5		5
Spent/Lost	21	15			19		
UC	51	10	23	6	32	15	
Final	284	52	129	14	120	285	170

Research and Production

A number of projects are repeated from Spring 1940; looks like the breakthroughs are slow in a few categories. Russia produces four 3x3's (10 production BRPs + 2 deferred production BRPs from last year). The Western Allies produce an ULTRA card (ASW of course!). Japan produces its third Marine and 5 more eNAS (*ugh!*). Germany adds 3 more subs (*ouch!*)

Diplomacy

Germany tries once more to activate Yugoslavia (no go; there is an Allied DP there -- but the 5 BRPs continue) and Bulgaria (which remains Associated). Germany also gets a reaction roll for Vichy because of the British attack against Lebanon/Syria. 5 Axis DPs are opposed by 3 Allied, the net result is a 7; Vichy will contribute 10 BRPs and two 2x3 'volunteers' to the impending anti-Comintern crusade. But the Axis diplomatic call is Spain, also with 5 DPs, and the result there is a '9'; Spain associates, and Gibraltar is under threat. On the good side for the Allies, this starts a +1 per turn modifier to the USAT for Axis expansion in the Mediterranean; the Axis diplomatic point advantage in USAT will soon disappear.

Turn Synopsis

The Axis finally conserve some UCL: they do not bomb Britain and do not invade either. Bismarck and Graf Zep raid; on the way out to the sea lanes they are intercepted by a lonely CA2. Bismarck blows it out of the water single-handedly and the German naval air gets through to the transports, sinking 1. On the way back, the Brits roll a BB4 as one of the intercepting ships; Alas! Both Nelson and Rodney are defending the beaches of Egypt! (No substitutions for ships opposing raiders, and the fast BB4s haven't been launched yet -- too busy rebuilding transports!). Bismarck damages Renown and the raiders escape to La Rochelle, France (not Murmansk; the Germans need to commit more ground factors to Norway to modify an anticipated diplomatic roll in Summer.)

On land, the Axis take another whack at Egypt. In an effort to get better trained forces into the fight, they first try to sea transport a German 3x3 to Tobruk. 3 IT NAS and 1 GE NAS stage to Benghazi to help secure air superiority, along with the 5 German AAF already in eastern Libya. The entire Regia Marina commits to sea escort in 3 TF: two for 'fighting' and a third to carry the troops. The two British TF in Alexandria intercept in the Tobruk hex. British air is out of range, but the Axis commit 3 Italian NAS, 1 German NAS, and the attack squadrons of 3 German AAF to the fight. They damage a British BB3. The search squadrons of the German AAF give the Axis 6 search dice, but only 1 finds a British CG. The British CGs both roll ones, but they contain slow ships so CG2 cannot get to the fleet combat in time. It will be Italian CG1 against British CG1. The Battleships face off: IT BB4 vs BR BB4, IT BB3 vs BR BB3, and IT BB3 vs BR BB3. One IT BB3 is damaged. Then the lights fire, and 8 British cruiser factors along with DD2 obliterate the entire Italian light force (CA4 and DD1). Having lost their cruiser escort, the Italian battleships choose discretion over valor. Rommell gnashes his teeth in frustration on the pier in Tobruk -- across the water, he can hear his reinforcements singing the *'Panzerlied'* as the Italian fleet turns tail and runs.

Nevertheless, Afrika Korps presses the attack: Italian three 3x3's and German 4o6 plus 2AAF against British 3x4 and 1x3. The 3 available British AAF won't change the odds; the attack is a 1:1 anyway. But this time the Axis roll a 6; 'd' result and the British 3x4 is removed. German 4o6 and 2 AAF continue for a second round against the British 1x2 (3:1 odds); they get an 'ex' -- the GE AAF die and Rommell breaks through at Haltaya.

Two 4o6's and the Italian 2o5 exploit. Britain flies DAS with its 3 air factors on MM26 -- the more dangerous hex -- so the exploiters attack LL26 with an 'ex-1' result for no losses. Rommel breaks through to Mersa Matruh. To add insult to injury the natives revolt -- the Germans build a Wafdist partisan in Cairo.

In redeployments, the Germans send 10 AAF and an airbase to Cadiz, Spain. The western Med is blocked. Concentrating against the British has weakened Barbarossa -- there are only nine 4o6's and two 2o6's ready to head east, and a significant number of 3x3's have not been built. But the late Russian mobilization means a refused (Stalin Line) defense without even a screen of 1x3's along the border. Germany will have an easy advance into Russia and threatens to grow its BRP base dangerously, but Russia puts survival first -- she will fight on the *second* turn of the invasion.

The Japanese attrition in China and build 4 eNAS, announcing an NAT increase via production. They also launch Shokaku CV3, so the US lays down the Essec CV3.

Britain liberates Damascus and uses a limited offensive to kill the Wafdist partisan. The Thin Red Line holds at LL26 and MM27 – El Alamein. A fort is built in Suez and the Royal Navy's Eastern Mediterranean squadron makes its new home there -- no sense getting trapped in Famagusta if the Axis damage the Canal. Australians, South Africans, Indians, and 2 AAF scramble to get to Egypt via Indian Ocean transports - all but the 3 that are carrying neutral Persian oil to India. Britain needs every one of the 8 she has assigned here, but at the end of the turn redeploys the surplus back to the Atlantic to help stem the increasing SW losses there. Also during redeployment, the British fleet runs the gantlet to escape from Gibraltar -- over 5 hexes the 10 German attack AAS sink all 4 British CVL and damage a CA2, but the rest of the task force reaches the Atlantic SW box in safety.

With USAT at 28, the US builds its first WA Transport. The Axis rejoice that it is not a CVE instead.

Strategic Warfare

Another successful turn for the subs, in spite of a favorable Ultra draw for Britain. Germany will have 8 subs in Summer.

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	5	6	13	+1		-2		+4		-1	1	1/5	2	1	3
Indian			8												8
Pacific JA			15												15
Pacific US			5												5

Losses to economy for Britain: 19 BRPs and -6 UCL, 5 Transports sunk. Only 2 oil counters make it across the Atlantic. Britain takes the Army and Air oil effects, and uses the first counter from the reserve -- she must use her full construction limit to save the Middle East.

Mobilizations

Effective Tension Levels		
USAT	USJT	RGT
28	17	25

Russia takes it second half of its first mobilization and mobilizes three 3x3's, scheduled to appear in Fall, leaving 1 mobilization BRP left over, combined with the 1 BRP of leftover mobilization from the last turn, Russia has 2 deferred mobilization BRPs now. The 8th IC grows to its full value of 10 BRPs.

Summer 1941

Research and Production

The Allies get their ASW result. Nothing else gets announced. It looks like scientists are focusing on production.

Diplomacy

Norway associates with the Axis. Now the Germans don't have to conquer it to get their fleet to Murmansk when they want to.

Turn Synopsis

Germany DoW's Russia. The 'Stalin line' defense prevents any major attacks, but the Germans still take advantage of the surprise turn to kill a few units and, of course, the Baltic States, Eastern Poland, and Bessarabia are all occupied. The Finns recover one hex of their border territory.

On the Med Front, the Axis attack at El Alamein: GE: two 4o6, three AAF, IT: 3x3, 2x3 versus SA: 3x4 and 1x3. Britain flies three AAF in defensive air support intercepted by 2 German AAF; one British AAF gets through. The attack is 16:9 (1:1), die roll 6 (another in a *very lucky* series for the Axis) for a "d" result and the second round is the two German armor and three air against the sole Commonwealth 1x3; odds are 5:1 and they do not roll a 1; so no exchange result. Rommel breaks through and exploiters take Cairo and Alexandria before attacking NW across the Nile with two 4o6's and the Italian 2o5 against two Commonwealth 1 factor infantry behind the Nile. The remaining British two AAF fly DAS unopposed, so the attack is 10:6 (infantry is at -1 DM against exploiting armor) for another 1:1; this time the result is "Ex-1". The Axis lose a 4o6; fortunately for Rommel the 4o6 can advance without breaking the exploitation chain: 2 hexes from El Alamein to Suez, 1 back to Alexandria and 1 more advancing after combat across the river. The Suez Canal is damaged, fortunately the British task forces are already in Suez and don't get trapped. The Germans build their Wafdist in the Sinai.

On the same turn, the Axis attack an under-defended Gibraltar which has been isolated for 1 turn. The Spanish airforce neutralizes three British NAS (barely). A German 3x3 sea transports from Venice to Gcartagena and advances adjacent to Gibraltar (this and seven German AAF will allow a 10:8 attack overland in a second round of combat if necessary) where it joins a Spanish 2x3. An Italian DD base changes to Valencia, it and the Spanish DDs will carry a Spanish 2x3 during the invasion joining an Italian 3x3 from Messina. The remaining Italian and Spanish fleets provide ten factors of shore bombardment (30 fleet factors of battleships and cruisers). The net attack is 27:10 (the Gibraltar garrison gets the benefit of defending on a beach since part of the attack is a sea invasion). The result is a full exchange; all of the infantry except a Spanish 2x3 and two German AAF die. The Mediterranean is an Axis lake (the Roman crowds chant: "MARE NOSTRA! MARE NOSTRA!") and the Germans will get another SW modifier next turn.

Germany puts the Luftwaffe in range of the Channel. Will we see a Fall 41 Sea Lion? With the USAT skyrocketing, Japan prepares for an early attack as best it can while continuing a 41+ attrition against Nationalist China. Saigon is occupied by a 1x2, but they shift two 3x2, five AAF and six eNAS to Hanoi (the Chinese resistance level is less than 2). The real signal that Japan will go to war is that it builds no DD this turn; saving BRPs for the Fall AND Winter offensives.

Russia defends with a 30+ attrition and well chosen builds. Two 3o5 and a 3x3 head west from Siberia to the Urals box. The British reposition 4 infantry factors in Suez and Port Said, with a replacement covering the Nile approach south of Suez. Britain moves the RAF to defend the beaches.

BRP Levels							
Country	GE	IT	JA	CH	BR	US	RU
UCL	51	22	44	6	32	116	41
Start	284	52	129	14	120	285	170
Gains	3					50	5
Spent/Lost	67	15			20		32
UC	51	11	27	6	28	28	17
Final	169	26	102	8	72	307	126

Strategic Warfare

The British finally get a decent roll and keep 6 transports active. Bismarck and Graf Zep keep raiding and damage two British cruisers.

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	8	9	14	+1		-3		+4		-1	0	1/5	1	1	6
Indian			7												7
Pacific JA															
Pacific US															

Losses to economy for Britain: 17 BRPs and -6 UCL

Mobilizations

Effective Tension Levels		
USAT	USJT	RGT
40	23	NA

Russia keeps mobilizing infantry.

The US mobilizes in both theaters and will now continue to do so each turn until fully mobilized. The Americans add 2 Shipbuilding (1 in each theater), five NAS, five AAF and one 506.

Fall 1941**Research and Production**

Not many rolls. Where have all the RP's gone?

Diplomacy

Germany and Japan declare war against the US. Effective USAT is juicy 46 (+4 Happy Time modifier!); effective USJT is a meager 28 (BIG surprise modifiers at Pearl harbor!). In the Allied Diplomatic phase, Russia calls Turkey and gets an associated result; the tide begins to turn.

Turn Synopsis

Not much of a German advance in Russia but Kiev falls and the Germans pocket a few Russian units. On the Allied turn the Russians surround the exploiting German armor and then select those hexes for attrition advance, forcing the Armor to be eliminated.

In Egypt, Germany counterattacks the British AAF and the Italians take a full exchange on a 1:1 against the replacement south of Suez. Rommel decides not to press his luck this time.

Japan attacks! Pearl Harbor gets a surprise level 7 and there is one carrier (Lexington) in port. The carrier is damaged, the American AAF are neutralized, 2 BB are destroyed, 2 are sunk in port, and 2 are damaged. The Japanese stick around for another round and send 15 eNAS against Pearl. Both remaining US carrier Task Forces are in the Atlantic box (Yamamoto sighs relief). The Japanese lose 2 NAS killed and 2 aborted by the air defenses. The remaining eNAS destroy 2 oil counters, finish off Lexington, and sink 2 more battleships. A grand attack, but will it be enough?

The Japanese invasions begin:

Burma: two 3x2 against an Indian 1x2 in the north is no contest. The Thai army with 6 eNAS and two AAF staged from Hanoi against an Indian 2x2 in Rangoon results in an exchange and the AAF die.

Malaya-Singapore: two 2o3 (one from Manchuria) sea transported to Singoara, two Manchurian AAF likewise sea transported and three additional AAF staged from Hanoi to Saigon. Six DD committed here means Japan will not invade the oil source at Brunei; a fateful decision. One 2o3 and three AAF attack the British 1x2 at 5:2 and destroy it, the other 2o3 had moved into Kuala Lumpur and exploits into Singapore supported by two AAF (4:2) for an "Ex-1"; no losses. Singapore belongs to Japan.

Palembang: 1n2 and a 1x2 (4 DD used here) plus 8 factors of shore bombardment against the DEI 1x2 and its one AAF for a 10:4 resulting in an "Ex-1". Yamashiro damaged and a CA2 sunk.

Balikpapan: 1n2 and 1x2 (4 DD here) with 6 factors of shore bombardment (including two eNAS flying off a CVL) for an 8:3. This attack works better and there are no Japanese losses.

Lingayen (Phillippines): two 2x2 (8 DD) with 2 factors of shore bombardment for a 6:2; no losses.

Unopposed Landings: 1x2's (1 DD each) against Guadalcanal, Tamana (Gilbert Islands), Rabaul and Lae.

BRP Levels							
Country	GE	IT	JA	CH	BR	US	RU
UCL	51	22	44	6	30	133	43
Start	169	26	102	8	72	307	126
Gains	15	12	20		11	50	20
Spent/Lost	77	15	65		23		5
UC	51	8	31	6	30	45	20
Final	56	15	26	2	30	312	121

With the 3 DD assigned to the Pearl Harbor TF Japan used 29 DD. In redeployments, Japan leaves much of the fleet inverted to position it for the next round of attacks, and TR/NRs (1 uninverted AAF to Rabaul, the rest to support the upcoming attack against Manila)

Japan moves it sub to the Pacific SW box and converts 3 DD to a transport.

On the Allied turn, the British move a TF to the India box and the US moves AAF and NAS to Townsville and Noumea, some 3x2's to Hawaii and Tahiti, and two TF's to Noumea.

Russia attritions and chooses that the Turks do the same against Bulgaria.

Strategic Warfare

Germans keep raiding and this time both Bismarck and Graf Zeppelin get to the transports. The naval guns whiff but the Luftwaffe gets one, and the subs use their happy time modifier to clear the box; all 11 Atlantic transports are sunk.

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	8	9	11	+1		-4		+9*		-1	1	1/6	5	4	0
Indian			7												7
Pacific JA															
Pacific US															

+4 of the +9 is the "Happy Time" bonus

Losses to economy for Britain: 23 BRPs and -8 UCL

Mobilizations

Effective Tension Levels		
USAT	USJT	RGT
46	28	NA

Japan mobilizes two 3x2's, two 2x2's, five 1x2's and one SBP. She also lays down 2 CV and 3 CVL carriers (Musashi is deferred).

The US mobilizes 2 SBP, one 5o6, five NAS and five AAF

Russia mobilizes more 3x3's

Surrender Calculations

We calculate the British resistance level and Maurice decides he doesn't want to offer the Axis anything, so Britain and the US rebuild 8 transports to just maintain a +1 British Surrender Level.

Winter 1941

BRP Levels							
Country	GE	IT	JA	CH	BR	US	RU
UCL	51	22	46	6	30	150	45
Start	56	15	26	2	30	312	121
Gains	2		11		6	50	5
Spent/Lost	27	15	31		23	1	15
UC	31	0	9	2	13	61	41
Final	0	0	-3	0	0	300	70

Research and Production

Nothing.

Diplomacy

Nothing.

Turn Synopsis

The winter die roll is a 1; Germany will be able to hold in Russia.

The Italians finally take Malta and also land two 2o6 German armor in Palestine, the second armor unit exploits through Jerusalem to Amman. Palestine and Transjordan fall. Rommel attacks the fort at Suez and conquers it; a 1:1 attack, rolls a 6 (AGAIN!) and the second round finishes off the commonwealth troops. The Italian 2o5 exploits and the force in Port Said will be eliminated due to isolation.

Japan uninverts LOTS of ships.

Japan takes Batavia with two 1x2 and 6 factors of shore bombardment against the DEI 1x2 for an 8:3 attack. The DEI fleet intercepts but in vain as the Japanese battleships blow them out of the water.

Japan takes Manila with two 2x2 and six AAF and six eNAS for a 12:6; "Ex-1" loses a 2x2 and two AAF.

Japan cannot attack Brunei to gain the oil because of monsoon conditions. This may be a blunder; Japan will end the turn with only 6 oil counters in its reserve.

Japan invades Colombo with three 1n2, two 1x2 and a 1m2 plus 6 factors of ground support from the Carriers and 12 factors of shore bombardment for a 24:12 attack. "Ex-2" is taken from the two infantry and CA4.

Limited offensive in China takes Hong Kong using units in Canton on a 1:1 attack with no losses ('d' result, but there is only one British unit to lose).

Limited offensive in the Pacific against Wake with 6 DD carrying three 1x2x and a 3 factor BB for a 1:1; which rolls a 1 ('a' result). Looks like the 6 months of victory are over.

Japan launches Yamato (Musahi is deferred again) and rebuilds just a little. A TF is NRd to Colombo (raider alert!)

The US reinforces Wake, Townsville, Noumea and Pago Pago. Britain builds what it can and take 4 more oil effects. Russia attacks; three attacks are 1;1, the first one works so some Russian 3o5's exploit behind the German lines, the next two blow out with a 1 ('a' result) so Kutuzov remains without support. BUT the big win is in Finland; a 2:1 at the front leads to a 1:1 exploitation attack into Helsinki that succeeds (finally, the ALLIES roll a '6!') Finland is conquered and out of the war, and suddenly Russia must defend a significantly shorter front.

Strategic Warfare

Germans keep raiding and Graf Zep hits the transports AGAIN! The subs do their best with a +2 happy time and 1 inverted transport survives. The Japanese sub rolls a 0 but sinks 1 US Pacific transport for being there.

Submarine Warfare															
Location	Subs	ASW	Tr	Torp+	Sub+	ASW-	CVE-	Port+	AirR-	Ultra	Raid	SW	DRM	Sub	Tr
Atlantic	8	10	8	+1		-4		+7*		-1	1	2/5	3	1	0
Indian			7												7
Pacific JA	1	0	15							+1	0	0/1	1	1	12
Pacific US	1	1	5	+3		-4		+1			0	0/0	0	1	4

*+2 of the +7 is the "Happy Time" bonus

Losses to economy for Britain: 23 BRPs and -8 UCL

Losses to economy for US: 1 BRP and does a UCL effect really matter?

Mobilizations

Russia mobilizes a 4o5 and a 3x3

The US mobilize 2 SBPs, a 5o6, five NAS and five AAF. Germany and Japan think this is getting a little monotonous.

Surrender Calculations

We calculate the British resistance level and Maurice (once again) decides he doesn't want to offer the Axis anything, so Britain and the US rebuild enough transports to make the level +1.

Strategic Assessment -- So Far, So Good????

Both sides have some serious problems. Britain is hanging on by a thread and the Axis sub campaign, with 2 extra modifiers for Spain and Gibraltar, plus probably 4 more subs in 1942, looks like it will take a more time and effort than usual to overcome. Japan has had limited success in the Pacific and needs to make up an oil shortage. Meanwhile Colombo is gone, Yamato is about to wreak havoc in the Indian Ocean, and we will see if Japan's upcoming campaign against India proper is worth the cost of 3 oil. The good news for the Allies is on the eastern front, where Russian survival seems guaranteed and the campaign against Germany may begin very soon. The defense of Finland turned into a blunder when the Germans left the hex between the front and Helsinki - D42- open (they could have rebuilt a Finnish 2-3 which the Russians did not have enough air to overrun).

Strategic Assessment -- What's Next?

Germany **must** grow its base in 1942, so we will see what the limits of its ambitions are. Japan is poised to go after India but will need to take heed of problems in the Pacific before they become dangerous. More transports should survive in Spring 42 before the next batch of German subs kick in; what will the US send to rescue and will that effort take some of the pressure off Japan? Can the Germans establish their defenses in the east before the Russians roll over them? Is the Axis campaign in the Med (now the Middle East) going to be worth the cost now that Turkey is an Ally, or will the Russians have to divert forces there (thus saving the Axis front in the east) anyway? Meanwhile the US has become a 600 BRP, 10+ DP, and 30+ RP monster.

THE FUN IS ONLY BEGINNING!!!!

1942 YSS

YSS							
Country	GE	IT	JA	CH	BR	US	RU
Start Base	154	67	132	20	116	300	45
Mobilizations			10			150	
Growth	0	0	0		0	150	35
New Base	154	67	132	20	116	600	80
Gains	252	10	110		25		155
BRP Level	406	77	252	20	141	600	235
UCL	84	22	47	6	38	200	65
DPs	14	5			2	11	8
RPs	16	3	11		8	28	11

Germany received BRPs from Poland, Belgium, Luxembourg, Netherlands, Norway, Denmark, France, Finland, Hungary, Rumania, Bulgaria, Yugoslavia, Spain, Vichy France, the Balkans, some Med Front conquests, and a Russian 10 IC.

Italy received BRPs from Albania and Libya

Japan received BRPs from its four objectives in China, Burma, Malaya, Singapore, DEI, Philippines, Hong Kong,

Thailand, French Indo China.

Britain received BRPs from Calcutta, Dacca, Lebanon/Syria.

Russia received BRPs from 7 ICs @ 15 BRPs, 1 IC @ 10 BRPs, Finland and Turkey.