

## **South Bend MiniCon 2007 Game Report**

Hosted by Elihu Feustel

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Axis:

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Allies:

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Observer/Amanuensis: Eric Krug

This was a global game, but this report contains more detail about the European Theater than the Pacific Theater.

This report is more of a play-by-play account of battles than an exhaustive statistical summary. I wrote down whatever I heard players shouting across the room or saw them moving on the maps. A spreadsheet was used to tally BRPs on Elihu's laptop, so he might be able to provide a more detailed accounting of the economic aspects of the war. Mobilizations were recorded only if I heard them as they were announced.

The early years are detailed more completely than the later years because too much stuff was going on to catch all of the action and building as time progressed.

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

### **Fall 1939**

Research:

Russia announces a spy ring in the German military.

Diplomacy:

Germany announces one unopposed DP in Ireland and rolls a five, so there is no effect.

Russia takes the Baltic States and East Poland.

The WA announce one DP in USAT.

Atlantic Ocean Raiders: None.

Atlantic Submarine SW: The WA play an ASW card, so only one transport is lost.

The Poles forgot to locate their air in hexes that have ground forces. The Germans walk through these hexes and invert the air. As a result of this error and good rolls, Poland is taken by Germany with no losses.

Germany makes a harbor attack against a British task force in Gibraltar, and plays a tactical card. A CA2 is sunk in port, and a DD1 is also sunk.

Attritions in China kill two Chinese replacements and two Japanese replacements.

Germany spends lots on builds, including one DD laid down, one 1x3, three AAF, and two 4o6s.

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

France builds six BRPs of naval, one 2x3, and four 3o5s.

Britain builds 18 BRPs of naval (advances BB4, defers cruiser, launches sub, builds DD3 then converts them to ASW, one transport rebuilt), five AAF, and six NAS.

Russia builds three 3o5s, three 1x3s, one 3x3, and two airborne.

Japan spends 21 BRPs: nine on naval builds, eight on infantry, and four on armor.

The US advances two BB4s.

Tensions:

USAT: 1

USJT: 2

RGT: 0

### **Winter 1939**

Research: Nothing revealed.

Diplomacy:

Italy declares war on the WA.

The WA announce one DP in USAT.

Russia demands Bessarabia. There is one Russian DP. There are no Axis DPs. The roll is an [adjusted] 4. Rumania fights.

Atlantic Ocean Raiders: None

Atlantic Submarine SW: Germany plays a sub card, and rolls a two. Britain rolls a four. The Axis kills four transports.

Britain moves a 3x4, a 2x3, and four 1x3s to Egypt.

Germany moves 10 GAAF to the Med.

Germany tries to move two 4o6s to Tripoli with a single Italian TF escorting. The Royal Navy tries to intercept with a TF from Alexandria and a sub from Malta. Both sides play strategic cards. The TF fails to intercept. The sub succeeds, rolls an [adjusted] eight on the attack, and sinks an Italian CA2. The tanks make it to Tripoli, then roll east towards Egypt.

Malta is isolated for one turn.

Italy makes a 3:1 in Tunisia, rolls a six, kills a French 1x3, and takes the hex without loss. Italy spends all of its remaining BRPs on this offensive.

Russia demands Bessarabia, and a border war breaks out. The winter roll is six, which adjusts to level 11. Russia attrits, kills three 1x3s, and gains a hex. Rumania surrenders Bessarabia.

Attritions in France kill nobody on either side.

Attritions in Egypt kill a WA replacement, and the Axis loses two replacements and a hex.

France redeploys its entire navy to the Med.

The British move a 3x4 to SA, place two air bases in the UK, and belatedly move a 2o5 to Suez. Germany cancels plans to build partisans in Egypt.

Attritions in China kill replacements on both sides, but Japan rolls a six and gains a hex.

France spends 14 BRPs on builds (six on naval, eight on infantry) and ends the year with six BRPs.

Britain advances a BB4, lays down a CVL, builds one NAS, converts DD3 to ASW, and rebuilds four transports. A replacement is also, well, replaced.

Russia builds lots of stuff.

The US lays down a CV3.

Axis builds were not recorded, but one airborne unit is built.

Tensions:

USAT: 4

RGT: 2

### **Spring 1940**

Research: Nothing revealed.

Diplomacy: Both sides place one DP in USAT. The Axis declares war on Benelux, Norway, and Denmark.

Atlantic Ocean Raiders: None.

Atlantic Submarine SW: Both sides play strategic cards. Only one transport is aborted, none sunk.

Italy tries to supply Tripoli, escorted by CA6 and DD1. Two British subs in Malta automatically intercept, in different hexes. Two British TFs try to intercept, but fail. The French try to intercept, but return to port after reading rule 53.251H. Five GAAF, five IAAF, and one Italian NAS are nearby. Six are used as air search squadrons to modify submarine attack rolls. Both sides play strategic cards.

The first sub sinks a CA2. The second, aided by a tactical card, sinks CA4 and DD1. Supply gets through but the entire escorting force is sunk.

Italy rolls a three on a 1:1 by three 1x3s vs. a French 1x3 in a mountain hex in Tunisia. One Italian 1x3 advances a hex, but Tunis is not threatened.

The Axis launches a 3:1 attack on a 2x3 in Libya and succeeds, but an Italian 2x3 dies. An Italian 2o5 and a German 4o6 exploit, and the Jerries move next to Cairo, which isolates two 3x4s and two 1x3s.

Germany invades Oslo, rolls a six on a 3:1, and takes it with no loss. Paratroopers drop into Bergen.

Germany rolls a five on a 3:1 and takes The Hague without loss. A 5:1 obliterates two Belgian 1x3s. The Germans try to break through on the main front. Five French AAF fly DAS to oppose seven GAAF. Two GAAF and three FAAF die. An exploiting 2:1 attack against three hexes rolls a three, so Germany trades five AAF for all three hexes. Belgium falls.

An Axis 2:1 on the south coast of France rolls a two, so the Axis loses three AAF but gains a hex. Armor exploits into an empty Marseilles, and a 2o6 then moves two hexes north.

Germany places an airbase next to Cairo. Italy places an airbase next to Tobruk.

France launches a 2:1 on the lone 2o6 near Marseilles, rolls a four, and kills it.

France sends a fast TF to supply French units cut off on the coast next to Antwerp. Thirteen British AAS counter thirteen German AAS. Germany loses two AAF and Britain loses one AAF. Germany has more air than the Allies, so eight GAAS attack and sink a French BB3. Supply succeeds.

The WA attrit on the main front. The Axis keeps a hex by sacrificing a 4o6. The WA also kill two replacements, and take back a hex.

The British attack the exploiting armor in Egypt. A 1:1 on an Italian 2o5 succeeds, but costs eight infantry factors after the survivors go OOS. The German armor survives, so a British 2o5 moves next to Alexandria to cut supply to the 4o6 next to Cairo. Both sides have ZOC'd their opponent's supply lines.

Malta is isolated for a second turn.

Ten British infantry factors move into Egypt. A French TF and a replacement move to Tunis.

Japan attritions China, then China attritions Japan. No hexes are gained or lost.

The EuroAxis produces three German subs, three German NAS, and two Italian NAS.

Germany builds two subs, one NAS, eight AAF, two 4o6, and a second airborne. Italy launches both BB4s, and builds one NAS and six infantry factors.

Japan builds a marine and four infantry factors, and launches two DD.

Britain rebuilds 18 BRPs of infantry and nine BRPs of air, and spends 15 BRPs on naval builds. A CVL2 is launched. Three DD convert to ASW.

France rebuilds all it can - two AAF and 11 infantry factors.

The US mobilizes in the Atlantic: one shipbuilding point, two AAF, and nine NAS.

Tensions:

USAT: 12

RGT: 2

### **Summer 1940**

Research:

A WA spy ring is placed in Spain, and reveals three Axis DPs.

A Russian spy ring is placed in Turkey, and reveals no Axis DPs.

Diplomacy: The WA place one DP in USAT.

Atlantic Ocean Raiders: Two BC3s raid. Germany plays a strategic card, and no interception occurs. Two transports are sunk.

Atlantic Submarine SW: Subs kill four transports, and one sub dies. There are 19 transports in the Atlantic at the end of the turn.

Italy escorts supply to Tripoli with two BB4s and DD1. An Italian TF changes base to Messina. The WA now can intercept with both French and British units. Two French TFs, two British TFs, two British subs, and a lone French CA2 try. The French TFs and the subs succeed, the rest fail.

The Italians counterintercept with a second TF and two Italian subs and all succeed. Three IAAS, two INAS, and one GNAS provide air cover.

The first French TF has DD6 and CA2. The AD kills one IAAS; the Axis rolls a three on the air attack and sinks the CA2. Germany announces a torpedo result. The Italian subs roll an eight and kill DD2.

The first French TF aborts to Algiers.

Ten GAAS attack the second French TF, which includes a BB3, CA10, and DD3. This now includes the previously solo CA2. AD kills one GAAS, and aborts two. Three factors target the BB3 and miss. Four more sink a CA2.

The second French TF aborts to Tunis.

The British subs attack, with six search squadrons of air above them. The first sub attacks a BB4 and is sunk. The second sub attacks a BB4, and both sides play tactical cards. It misses.

Supply goes through. The British TFs return to Haifa.

An Italian 2x3 and 1x3 move next to Tunis. Italian infantry also march east towards Egypt.

A 5:1 kills a British 1x3, and two 4o6s roll into Cairo. Two 1x3s south of Cairo are isolated. An Axis attrition vs. a 2o5 fails, but it is isolated.

The Axis attempt unescorted sea supply to the 4o6 in Marseilles. A British TF from Gibraltar cuts supply. Two French AAF that are spotting for the British are inverted by mistake.

A 3:1 kills a French 2x3 in the Alps. A 3o5 is isolated.

A 2.5:1 on two French 2x3s succeeds, but costs two 3x3s. Exploiters isolate four 2x3s and two replacements along the Maginot line. A 2.5:1 kills two more 2x3s in Metz. A 4:1 kills yet another pair of 2x3s next to Paris, and knocks out an airbase. Two inverted FAAF are displaced to Paris.

Most of the WA in France are isolated.

A 2.5:1 on Oslo succeeds, and Norway falls, at the cost of one GAAF.

A 3x3 is placed in Bergen, so the airborne and 2o6 return to Kiel.

An Italian CA2, DD6, and a sub (providing moral support) escort a 2o5 and 2o6 to Tripoli. A British TF from Gibraltar fails to intercept.

An isolated French 3o5 makes a 1:1 on an Italian 1x3. Both die.

Italian air cuts unescorted supply attempts to Malta and Port Said.

WA forces along the Channel are supplied by sea. The WA attrit in northern France. The Germans sacrifice two 4o6 to keep a vital hex near Paris. The WA also kill a replacement and retake a hex.

A WA attrition in Africa kills two replacements. An isolated 1x3 next to Cairo is voluntarily eliminated. An isolated 2o5 next to Alexandria attacks at 1:4 and dies.

Germany has 91 BRPs before it rebuilds two subs, one NAS, a 2o6, and seven AAF. Germany ends with 66 BRPs. Italy advances two BB4s, and builds a 2o5, a 2x3, and one NAS.

France rebuilds one AAF and 14 factors of infantry. The British build five transports, four AAF, four infantry factors, one sub, convert DD3 to ASW, and spend more BRPs on other naval builds. They end with 71 BRPs.

A 3x4 and 1x3 go to Iraq via SA, another 3x4 goes to Gibraltar, three AAF go to Scapa Flow, and one AAF goes to SA. British subs go to Port Said and Plymouth.

British forces leave France.

Malta is at isolation level 3.

China and Japan continue to attrition each other. The Japanese cleverly use armor to ZOC most of China, so China has no place to build partisans.

Tensions:

USAT: 19

USJT: 5

RGT: 4

### **Fall 1940**

Research: Nothing revealed.

Diplomacy:

Russia demands the Finnish border hexes. A six is rolled, with two unopposed Russian DPs. Finland fights.

Russia, with one DP, one covert, and one spy ring, and no Axis DPs, rolls a three for Turkey. This adjusts to a 0, so 10 BRPs are granted.

Atlantic Ocean Raiders: None

Atlantic Submarine SW: One sub dies, and two abort. Three transports die, and two are aborted.

Two French TFs attempt to intercept supply to Tripoli. France will have a pro-Axis surrender level this turn, so the WA see little reason to preserve the French fleet. Axis air squadrons attack, with different numbers in different hexes as the TFs move towards Tripoli. Two Italian subs lurk. The TFs have four BB3s, CA6, and DD6.

Round 1: The AD kills one squadron and aborts one. Two GNAS sink a BB3. Four INAS sink another BB3.

Round 2: The AD kills one squadron (INAS) and aborts two. A CA2 and DD1 are sunk.



Round 3: The AD kills one IAAS. A CA2 and DD2 are sunk. The Italian subs attack and sink another CA2.

Round 4: The AD kills one INAS. A CA2 and DD1 are sunk. An Italian TF tries to counterintercept, but does not arrive yet. The WA play a codebreaking card. Two British TFs and a sub try to counterintercept, but do not arrive this round. Axis air searching from N. Africa fails to find the British.

Round 5: The AD aborts two squadrons. Two get through, and a DD1 is sunk. Only two slow BB3s and a DD1 survive. The Italian TF arrives. Six BBs attack. Both sides play tactical cards. One French BB3 is screened, to try to make the Italians divide their firepower unevenly. Two Italian BB3s and a BB4 sink a BB3. A BB3 sinks the DD1. The screened BB3 is targeted by a BB4 and BB3, but escapes with damage. The Italians abort just before the British arrive. The damaged BB3 sails home, as the last remnant of the French Navy afloat.

Germany counterairs four FAAF in Cherbourg. Both sides lose two AAF. A 3:1 takes Paris with no loss. A 3:1 takes Antwerp with no loss. A 6:1 vaporizes a 2x3.

France is toast. It surrenders at +3 FSL. Vichy forms. All colonies go Vichy. The two BB4s in Marseilles are chosen as potential prizes by the Axis. The French Admiralty reads rule 58.642, and they are readied to join the Axis Med. fleet if Vichy ever joins the Axis.

Axis forces walk into an empty Alexandria. Lots of Axis units move east. Only two British 3x4s and an Australian 2x3 are left, just west of the Canal.

Attrition in Egypt kills two British replacements in Iraq.

A 3x4 moves to Egypt, and it and the other three units form a new line behind the Suez Canal. Two TFs move to Famagusta. Six infantry factors, two 2o5s, and two AAF enter through Basra and then move west.

Russia demands the Finnish border hexes. Finland fights. Russia launches a full offensive. A 3:1 rolls a 2, so Russia loses two 2x3s to kill a Finn 2x3 and advance a hex. A 2:1 rolls a 5; Russia takes the exchange, so two Finn 2x3s die along with six RAAF and two 3o5s. Russia takes the hex.

Finland concedes the border hexes. Russia rebuilds all lost units.

Japan and China attrition each other.

Germany builds a sub, two NAS, and a 5o6. Germany announces a heavy armor result.

Italy builds a DD, a NAS, and an AAF.

Britain builds 18 BRPs of naval units, 10 of infantry, four of armor, and three of air units.

Russia mobilizes an IC.

The US mobilizes again in the Atlantic.

Tensions:

USAT: 26

USJT: 9

RGT: 11

### **Winter 1940**

Research: A German spy ring in Spain kills the WA spy ring.

Diplomacy:

Germany names Spain. They announce a covert. The WA use a counterintelligence result to negate it. With three DP unopposed and control of Alexandria, Germany rolls a 1, for a result of 6. A small number of volunteers sign up with the Wehrmacht.

Germany rolls a two for Romania and gets a full alliance.

Germany rolls a five for Hungary and gets a full alliance.

Germany rolls a three for Bulgaria with a net +5 modifier and gets hex control.

Germany rolls a one for Yugoslavia with a net +3 modifier, so there is no effect.

Germany rolls a three for Finland with a net +1 modifier (units are still rebuilding), so there is no effect.

Atlantic Ocean Raiders: Two BC3s raid. Both sides play strategic cards. Three transports are sunk.

Atlantic Submarine SW: Germany has a +4 modifier, and rolls a 12. Britain rolls an 11. Germany kills five transports and aborts five. Britain kills one sub and aborts four. The First Sea Lord flinches at the loss of eight transports in one season.

German units occupy Suez but do not attack across the Canal. Axis forces march closer to the British. Attrition in Egypt kills a 1x3 in Iraq. A 4o6 and Italian 2x3 move to Tobruk.

Germany redeploys en masse to the Eastern Front.

Malta, at isolation level four, falls with no Axis losses.

Italy cuts supply to Cyprus with two subs and a tactical card.

Two Italian subs move to Alexandria. A German TF moves to Oslo. Another moves to the Murmansk box.

Germany advances two ships, and builds two 4o6s and 25 infantry factors. The Bismarck is launched. A Finn 2x3 is rebuilt.

Something other than attrition occurs in the Pacific. A single Flying Tiger is built. It counterairs the Japanese. One JAAF is killed, and the lone Tiger also dies. Attritions also continue.

Italy spends BRPs: two on naval, three on infantry units, and one on a NAS. It ends the year with one BRP.

Russia builds a fort in Rostov and produces a 3x3.

The US builds two transports and more destroyers. Three DD are converted to ASW.

The British build four transports and spend 14 more BRPs on naval builds. Three DD are converted to ASW. A fort is produced and built in Amman, which is mistakenly believed to be a source of full supply. It actually is a limited supply source. One interceptor (INT) is produced and built. One infantry factor is built. A CVL and BB4 are launched in Glasgow. Two British TFs move to Haifa.

A passing comment is made by one of the players: "I've never seen anyone invade the beach at Famagusta." He shall bear witness to this event after an odd chain of improbable events transpires.

### **YSS 1941:**

#### **BRPs:**

Britain: 151  
US: 327  
Germany: 262  
Italy: 70  
Russia: 174  
Japan: 151

#### **DPs:**

WA: 9  
EuroAxis: 15

Russia: 5

Tensions:

USAT: 34

USJT: 13

RGT: 22

### **Spring 1941**

Research: Nothing revealed.

Diplomacy: Germany names Yugoslavia and rolls a two, so there is no effect.

Germany names Vichy France with five unopposed DPs, rolls a four, and gains a full alliance.

Atlantic Ocean Raiders: A CVL2 and BB4 raid. They are not found immediately and kill four transports. On the return voyage, a CVL2 and CA4 intercept.

Two Axis air defense results are announced.

Both sides lose a NAS in air combat. Both CVL2 are damaged, so the other NAS can not land and also die. The BB4 damages a CA2.

Atlantic Submarine SW: One transport is sunk and five are aborted. One sub is sunk and four are aborted.

The two Vichy BB4s are launched in Marseilles.

Supply is traced unescorted to Beirut, and is cut by one AAF.

WA ground forces do not occupy the ports in Palestine. The Vichy 2x3 in Damascus walks through Haifa, which forces the two British TFs there to go to Famagusta and invert.

Italy launches an unopposed invasion of the beach at Famagusta by a DD1 and a 1x3. Both TFs are displaced. There is no port under WA control in the Med. now except Gibraltar. The Suez Canal is closed. The TFs try to flee across the length of the Mediterranean Sea, with hostile forces swarming above and below them.

Round 1: Seven air squadrons attack the TFs. AD kills one and aborts two. A BB3 is sunk.

Round 2: Six air squadrons attack. AD kills one. A BB4 is sunk.

Round 3: The task forces move in range of more air. Eleven air squadrons attack. AD kills one and aborts one. A BB3 is sunk. Another BB3 is damaged. An Italian sub then sinks it.

Round 4: Nine air squadrons attack. AD kills one and aborts two. A CA2 is damaged.

Round 5: Eight air squadrons attack. AD kills one and aborts one. The damaged CA2 is sunk. Another CA2 is damaged. A second Italian sub then sinks it, and damages another CA2.

Round 6: More air squadrons attack. AD kills one. A BB3 is sunk.

The Axis contemplates interception with the Italian TFs and possibly the two French BB4s, but decides that the risk of counterinterception from Gibraltar is too high. A BB3 and CA8 make it through the Med. A BB4, four BB3s, and CA4 are lost. Two Axis AAF and two NAS are lost. The two Gibraltar TFs are revealed to be weak bluffs by the British - no overstacking occurs at the Rock.

Mussolini and Hitler pin medals on the commander of the Famagusta invasion force.

A 3:1 across the Suez Canal into Port Said kills a 3x4 with no loss. A bridgehead is placed there.

An attack south of Suez costs the Axis two 4o6s and three AAF and kills two British 3x4s. A 1:1 on a British 2o5 fails, and the Brits kill an extra AAF by flying DAS over Suez.

The British make a 2:1 against a 2x3 in Beirut, roll a 6, and kill it. Attrition kills no Axis units.

A 3x4 moves to SA. An airbase is placed at the Rock. Ten AAF move to Gibraltar, which now also holds two TFs, a BB3, CA2, and two subs.

Italy deploys a 2o5, a 3x3, a 2x3 and a 1x3 to Syria.

The Spanish 2x3, the Vichy 3o5, and a Vichy 2x3 move to the (impending) Eastern Front.

Germany builds three AAF, one NAS, three navals, a 5o6, two 4o6s, a 3x3, and two replacements. A Finn is rebuilt. Germany announces a shipbuilding increase.

Italy builds a 2o5, one NAS, and DD2.

The US mobilizes in the Atlantic, and adds a SBP. Three DD convert to ASW.

Britain launches a BB4, advances a BB4, builds DD2, and builds four BRPs of Australians. The Admiralty spends 18 BRPs. Three DDs convert to ASW. The WA have 13 ASW now.

Russia produces a 4o5, and fortifies Dnepropetrovsk.

Tensions:

USAT: 40

USJT: 17

RGT: 28

### **Summer 1941**

Research: Nothing revealed.

Diplomacy: Germany calls Turkey with two DPs, and a +2 modifier for holding Egypt and Palestine. The Russians have one DP there. The roll is a four, which adjusts to a seven. The Russian BRPs are negated, and Germany gets 10 BRPs.

Germany calls Finland. One Finn is still unbuilt from the border war, so the modifier is +7. A roll of four gets a full alliance.

Germany declares war on Russia.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: None

Atlantic Submarine SW: A sub card cancels an ASW card. One transport is sunk and three aborted, and two subs are sunk and eight aborted. There are 16 transports in the Atlantic at the end of the turn.

Barbarossa commences with a counterair: four GAAF and 10 RAAF are lost. Italy has only three AAF in the East to limit USAT.

Ground combat kills two German 3x3s, two Romanian 1x3s, and a Finn 2x3. Russia loses a 4o5, a 3o5, four 1x3s, and a 2x3. Exploiting Axis armor creates a huge pocket. More than half of the remaining Russian forces are enveloped.

In the Mideast, a counterair kills three Axis AAF and four British AAF. Two British 1x3s are killed with no loss in 3:1 attacks. Careful maneuvers around a neutral Arabia isolate several British units, including a 2x3 and 1x3 in the fort in Amman.

A big stack of air (five NAS, three AAF) moves from the central Med. to Algiers. Three IAAF and one INAS redeploy from Rome to Constantine, Algeria. An Italian TF moves to Algiers.

Russia kills two 4o6s and loses a bunch of units in suicide attacks. The pocket stays closed. Many units die. Russia rebuilds six infantry factors, and forms a line in the south behind the Don. A 12-hex gap with no units is left wide open from Stalingrad to the Dvina River. The way to Moscow is open. Moscow and Gorky are left empty. Kharkov is garrisoned.

In the Mideast, suicide attacks by units OOS also commence. A 1:1 on an Italian 1x3 kills it. A suicide 1:3 on an Italian 3x3 kills both it and the attacking 2o5 and 1x3. A 1:2 on a 4o6 kills the attackers, a 3x4 and a 1x3. The fort in Amman is isolated, level one. British forces line up along the Euphrates to defend Iraq.

A British TF moves to the SA box, ready to move to the Pacific when the US declares war on Germany.

Japan does a 41+ attrition of China, and kills two replacements. China returns the favor.

Japan is placed under an oil embargo. It takes the naval and construction effects.

Germany produces three AAF, and builds one AAF, one NAS, three subs, seven infantry factors, and a railhead, which is placed in Algeria.

Italy builds two AAF, a 2x3, two NAS, and advances both BB4s.

Japan produces five NAS.

The US grants 22 BRPs to Britain, and converts three DDs to ASW.

Tensions:

USAT: 47, random roll gives a 0 modifier.

USJT: not recorded, but over 20.

RGT: WAR

### **Fall 1941**

Research: Japan uses a counterintelligence result to kill the Russian spy ring in the German military.

Diplomacy:

Germany names Sweden with two DPs and a +3 modifier. The roll of six gets a full alliance.

Germany names Bulgaria, with a +6 modifier. The roll of five gets a full alliance.

The US declares war on Germany and Italy.

The WA roll for Spain. The Axis have no DPs there. A covert op is used. A four is rolled, modified by -2. The Spanish volunteers go home.

Atlantic Ocean Raiders: A BB4 and BC3 raid. A CVL2 and CA2 intercept. The planes miss. The BC3 kills the cruiser. The BB4 kills the carrier and the two NAS.

Indian Ocean Raiders: Three Italian BB4s raid. A CA2 intercepts and is sunk.

Atlantic Submarine SW: A sub card and an ASW card cancel out. Three subs and three transports are sunk. Germany has seven subs and the WA have 16 ASW at the end of the turn.

An isolated British 2o5 dies in Beirut. The fort in Amman is taken, but a Vichy 2x3 and an Italian 3x3 die.

A lone British sub is on defensive patrol near Malta. Two IAAF roll an 11 and sink it.

Germany attacks Mosul. Four BAAF are counteraired by three GAAF, and each side loses one. A 2.5:1 on Mosul rolls a 4, so Italy loses one AAF to kill two BAAF and a replacement. Mosul is occupied by the Axis.

An attack near Sevastopol kills a Russian 2x3 at the cost of two Rumanian 1x3s. Kharkov is taken with no Axis losses. Two 3o5s die in the north. Germany exploits and cuts supply to Leningrad. A 6:1 attack vaporizes a partisan. Kiev falls. Moscow falls. Germany surges forward in Russia.

The beaches in NW Africa are reinforced. Beach defenses are built in Morocco and Algeria.

Russia conducts attrition, on the 41+ chart. Four German replacements die, and two hexes are taken, pushing back a 5o6. Russia moves units from the Urals, and forms a line from the Sea of Azov to Gorky, then across to Leningrad, at almost a right angle. Six units in a pocket near the Baltics die. Leningrad is almost but not quite isolated. Dnepropetrovsk is isolated, level one.

A Murmansk convoy sends 10 BRPs to Russia. Germany declines to intercept most of the US Atlantic fleet.

Russia is mobilizing every turn now. Russia adds four 3x3s to its pool, and places an IC in Sverdlovsk.



Germany conquers East Poland and Bessarabia, and takes two ICs at five BRPs each. These will add BRPs starting next turn.

Germany spends 40 BRPs and rebuilds its entire force. This includes subs, two 4o6s, one AAF, and 12 infantry factors. Germany grants Italy 17 BRPs.

Italy builds two naval, a 2o5, a 3x3, one AAF, and two NAS.

The WA build three transports, and are now fully built. A British BB4 and DD2 are launched. A CVL2 is repaired. Three British DDs convert to ASW. The US does the same.

The US grants Britain 25 BRPs. Britain spends four on armor, 17 on air, and 15 on naval builds.

Four 3x4s, two 2x3s, five AAF, a 2x5, and two NAS go to the SA box.

Two British carriers TFs move to the Pacific.

Tensions:

USAT: WAR

USJT: not recorded

[Note: Play ended about here on Thursday (OK, 2 a.m. Friday) at the MiniCon.]

## **Winter 1941**

Research: Germany announces a winter prep result. The winter roll is a five, resulting in a level of 10 for the Axis in Russia.

Diplomacy:

Germany names Ukraine, at net +4 from one Axis DP, two Russian DPs, +2 for Moscow, +1 natural, and +2 for just capturing Kiev. A roll of five gets association. Germany places the three 1x3s and the two 2x3s on the board. Ukraine is now a partisan-free zone. The logistics department of the Wehrmacht is immensely relieved.

Japan declares war on the WA.

The WA call Ireland with three unopposed DP, and roll a five. Ireland is tranquilized.

Atlantic Ocean Raiders: A BB4 and BC3 raid. A BB3 and CA2 intercept. Germany plays a tactical card. The British BB3 is damaged. The roll on the return is a six, but only a BB4, CVL2, and CA6 can intercept. The airstrike kills a NAS with no damage to the Germans. The battlewagons all miss each other, but the CA6 damage the BC3.

Indian Ocean Raiders: Three Italian BB4s raid and kill a CA2.

Atlantic Submarine SW: Seven subs attack with a sub card and Happy Time. Germany rolls a three at +6 for a nine, which is a 2/5. The WA roll a 10 on the 16 chart for a 3/8. Eight transports die and five are damaged. Three subs die and eight are disrupted.

Pearl Harbor occurs, and it's a damp squib. USJT are at 38. The US plays two Magic cards versus one for Japan, so tensions adjust +1. The random roll gives another +1, so at 40 on the Pearl Harbor table the DRM is +3 for surprise. A one is rolled, which adjusts to a four. Two-thirds of the US air may defend.

The WA announce an air defense result.

No carriers are found. Japan attacks with only three carriers. Nine eNAS attack six AAS. The US rolls a five, Japan a four. The US loses two squadrons, and Japan loses one eNAS. The fleet has eight BB3, CA4, and DD1. The AD is eight, the roll is six, and two more eNAS die. The six remaining eNAS do no damage.

There is no second strike.

Things go better for Japan at Brunei, where the other three carriers attack a British TF that includes two CVL2s and a BB4. Twelve eNAS fight four NAS. Japan loses two eNAS and kills all four NAS. The AD is six (port, objective, WA air defense result, 11+ factors), the roll is seven, and two eNAS die. The rest sink a BB4 in port. The TF is displaced to the nearest port, which is Zambonga in the Philippines. Japan invades. A 2.5:1 rolls a one, so a Japanese 1x2 dies. The next round at 2:1 kills a British replacement. The occupation of the port eliminates the BB4.

After the game, it is discovered that the scenario rules state that before war is declared, "Additional British forces sent to Asia may only deploy in India, Burma, Malaya or Singapore." The TF probably would have been sent to Singapore instead, with similar results, but perhaps a few more air would have been lost by Japan due to the higher AD.

The Flying Tigers intercept sea supply to Canton. The FT lose one AAS and kill two eNAS. The FT loss rounds off to zero.

A hex is overrun and a sub patrol is launched in Sumatra. Brunei and Kuching are invaded, with beachheads placed. Rabaul and Lae are invaded. A sub sinks an Aussie DD2. The entire Dutch fleet is sunk. An eNAS dies as it kills the Dutch AAF. Batavia is invaded at 3:1 and the Dutch 1x2 is eliminated.

At Palembang, Rabaul, and Balikpapan, the invasions succeed at the cost of one Japanese 1x2 each.

Malaya is taken with no loss. Singapore falls with no loss after a six is rolled. Tarawa is invaded unopposed.

The Japanese counterair the Philippines, and each side loses one air factor. The initial attack at Lingayen fails, and a Japanese CA2 is sunk. The second round succeeds.

The Japanese try to cut supply to Port Moresby. The WA fleet fights. Japan loses a CA2, AAF, and eNAS. The WA lose a British CA2, Aussie DD2, and an Aussie AAF. A British CA2 is damaged. Supply is cut.

In Iraq, the Axis kills a 2x3 in a 4:1 attack. An attack at less than 2:1 is launched on the big prize, the port of Basra. A two is rolled, and two Italian 2o5s die. The second round is a 1:1, and a five is rolled for an exchange. An Italian 2o5, a 4o6, three BAAF, and a British 1x3 all die. Basra is empty but is not occupied and is still technically British. Germany declares war on Arabia and reinforces the Mideast with about 13 AAF.

The Allies attrit in Iraq and kill a replacement in Italy. The WA reinforce Iraq through Basra as fast as they can.

Germany takes Vologda, plus Gorky and its IC. The route to Murmansk is cut. The "right angle" is almost sliced off. Dnepropetrovsk is isolated, level two. Germany withdraws from some hexes in the south to consolidate its lines, but advances to try to keep Vologda and cut the convoy supply route for the winter.

Russia sends five AAF to the Black Sea to allow sea supply to pass to Sevastopol. Russia kills a 2x3 Ukrainian. An attrition roll of two adjusts (plus five for winter) to a seven on the 61+ chart, for a 9C/5H result. Russia builds and places two partisans. Vologda is not retaken, so Murmansk is closed off.

The US opens the Persian route, even though the Axis is pushing hard in Iraq.

A partisan dies in a 4:1 attack. A German attrition on the 71+ table is rolled at -3. A roll of three adjusts to zero and gives a 5C/2H result.

The Swedes replace German infantry in Norway.

Two partisans appear in Iraq.

Japan builds four NAS and some infantry.

The WA build two strategic bombers, two US INT, and one British strategic bomber. Three US DDs convert to ASW.

Tensions:

USJT: WAR

[The observer/amanuensis runs out of paper and has to buy new pads at lunch.]

### **YSS 1942:**

#### **BRPs:**

Britain: 145  
US: 419  
Germany: 427  
Italy: 70  
Russia: 180  
Japan: 231

#### **DPs:**

WA: 12  
EuroAxis: 18  
Russia: 2

#### **RPs:**

WA: 29  
EuroAxis: 19  
Russia: 9  
Japan: 10

#### **Battle of the Atlantic:**

Transports: 22, plus 7 in the Indian Ocean  
ASW: 17  
CVEs: 6  
Subs: 8

### **Spring 1942**

Research: A WA spy ring is placed in Turkey. There are six Axis DPs there.

#### Diplomacy:

At YSS 1942, the only countries in the ETO that are still neutral and are eligible for diplomatic rolls are Spain, Turkey, Greece, and Yugoslavia. The Med., except for Gibraltar, is an Axis lake, so only Turkey and Spain are attractive targets for Allied diplomacy. Hence, diplomatic deadlock ensues.

Germany names Yugoslavia, and rolls a three with a +3 modifier. No effect.

Germany names Spain, and rolls a four with a +2 modifier, and six Axis DPs and six Allied DPs (both WA and Russian). The Spanish Volunteers reform into a 2x3. Germany leaves them in Madrid in case the Allies invade Spain.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: Two Italian BB4s sink a CA2.

Japan launches its first raid with two BB4s and a CV3. The Brits intercept with two BB4s and a CA2. Both sides play a card. The British BB4s are damaged. Everyone goes home.

After the battle, it is realized that this was the second raid this turn into the Indian Ocean, so the WA should have had one more ship to fight against the Japanese. The players decide they will not replay the fight.

Atlantic Submarine SW: The WA play an ASW card. Germany has a net +2 modifier, rolls a two, and her eight subs do  $1/4 + 2 = 3$  transports sunk, eight damaged. The WA roll an eight at  $-2 = 6$  and do 4/8, so four subs are sunk.

After rebuilding all four losses, Germany sends one sub to the Indian Ocean, and six to the Murmansk box. One sub remains behind in the Atlantic SW box to die valiantly (and keep the modifier for the subs).

Germany kills the Canadian 4o5 in Iraq with no loss, on a 3:1 with a roll of six. An Italian 3x3 rolls a one and dies in defeat. An air battle over Basra goes three rounds. Five BAAF fight six Axis AAF. The battle kills three BAAF, inverts two BAAF, and kills five IAAF and a GAAF. A 2:1 on Basra rolls a 5, and kills a 3x4 and a 2x3. A 4o6 armor occupies Basra and ZOC's Abadan. The Allies have no open ports in the Mideast and cannot reinforce or fully supply their forces there.

In Russia, Germany launches two limited offensives, and kills a 1x3 and a partisan. It then attrits on the 101+ table, rolls a one, and does 9C/5H. The Russian player removes a 3x3 to protect a 3o5, and a 1x3 near Leningrad is removed because it is exploitation bait. The route to Murmansk is opened.

A partisan dies in France. C'est la vie.

The WA are about to go OOS in Iraq, so they suicide units. Two BAAF kill two GAAF. A 2x3 dies attacking Basra. An Indian 2x3 perishes and takes an Italian 2o5 with it.

The newest version of the rules is checked, and it is found that Russia may perform a spring offensive. The chivalrous Russian players point this out to the German player and graciously allow him to readjust his lines. They then roll a one on the 71+ attrition table, getting a 5C/3H result. Russia pushes armor back by taking hexes near Leningrad, and moves a 3o5 into a vacated hex to put four enemy units OOS.

An unoccupied Warsaw is taken over by a partisan. This will cost the Axis five BRPs per turn for loss of control of Poland until it is killed.

Most of the Atlantic CVEs move to the Murmansk box. The subs do not intercept. The convoy goes through, and Russia gets 20 BRPs. The German player forgot to move naval air into the Murmansk box and now regrets his oversight.

Japan captures Dacca and Manila and airdrops next to Calcutta. Subs sink two WA transports in the Pacific.

The US Navy patrols the South Pacific with carriers. Four US NAS, three Japanese NAS, and four JAAF die.

Supply to Port Moresby is intercepted by most of the Japanese navy. A big battle begins. The US has three combat groups (CG). The Japanese have four.

The US gets one search result, but Japan gets four. All three US CGs are attacked.

CG1 vs. CG1: Japan has four slow BB3s and DD2. The US has four slow BB3s, CA2, and DD1 carrying cargo. All four US BB3s fire at one Japanese BB3 and sink it. The Japanese damage all four enemy BB3s. The US CA2 miss. The US DD1 rolls an 11 and sinks DD2.

CG2 vs. CG2: Japan has four BC3s, CA2, and DD1. The US has a BB4, CA6, DD2, and a screened CV3, with only one NAS. No airstrike is launched. All Japanese BC3s fire at the BB4 and damage it. The BB4 damages a BC3. Both sides sink a CA2.

CG3 vs. CG3: Japan has five CV3s, two CVL2s, and CA6. The US has a BB4, CA6, and three screened CV3. The US loses a CA2 and has a CA2 damaged. Two Japanese CA2 are damaged.

The US withdraws. PM is isolated, level two.

The US reinforces Wake, Guadalcanal, and the Gilberts. The British still hold Rangoon. Three CVEs are sent to the Indian Ocean to chase the German sub.

Germany announces a shipbuilding increase, to level 4. Germany produces three subs. Germany spends 53 BRPs on builds, including three AAF, two NAS, four subs, a 4o6 and 5o6, and seven infantry factors. It grants seven BRPs to Italy.

Italy builds a 3x3, a 2o5, four AAF, a 1x3, a replacement, and a NAS.

The WA produce an ASW and three transports. They do not convert DDs to ASW. They also build a lot of stuff. A US BB4 and a British BB4 launch and join the Atlantic fleet.

Four US bombers and five US INT plus three British bombers and a British INT are built and placed in the SW box. The US grants Britain 15 BRPs.

Russia builds a fort in Leningrad and rebuilds lost units.

### **Summer 1942**

Research: Nothing revealed.

Diplomacy: None.

Atlantic Ocean Raiders: A BB4 and BB3 raid. Germany plays a strategic card. A CA2 intercepts. Both sides play tactical cards. The CA2 is damaged.

Indian Ocean Raiders: A BB5, BB4, and CV3 raid. The British play a strategic card, intercept at +2, roll a 6, and can send a cruiser plus eight more ships. They have no BB5 or fast BB4 available, so two BB3, CA6, and two CVL intercept.

The air battle kills two British NAS and an eNAS. No ships are damaged. Britain plays a tactical card. Fleet combat fails to do anything to anybody.

On the way home, the WA roll a five with a +3 modifier. The new WA lineup is two CVL with one NAS each, four BB3, and CA8. The Japanese CV3 has two eNAS left. No airstrikes are launched. Japan plays a tactical card. The Brits fire most of their guns at the Yamato and miss. The Japanese damage two BB3s.

After the fight, the players realize they forgot about the three CVEs in the Indian Ocean that were added to chase the German sub. This would have theoretically added a ship per round to the WA forces, but they were almost maxed out anyway. They agree to let the results stand.

Atlantic Submarine SW: The WA announce an ASW double result, for a total of four levels now. The Germans announce a torpedo result. Germany plays a sub card. The lone German sub sinks three transports due to the modifier, then dies.

The German sub in the Indian Ocean is a bluff. It does nothing, then returns to the Murmansk box.

At the end of the turn, in the Atlantic (or Murmansk box) there are 11 subs, six CVE, and 17 ASW.

An Axis 2:1 on Baghdad rolls a 3, kills two 3x4s, and takes the city. A 3:1 on Abadan kills a British 1x3 and takes the city. The last WA in Iraq, a 2x5 and 3x4, die in a 1:1. The Struckman vise is closing. The Axis forces have cleared the WA out of the Mideast. They head north.

The Axis attacks in Russia, launching four 3:1s, then overrunning units to cut off a pocket in the extreme north of Russia. Two more 3:1 succeed, but cost six GAAF. A bigger pocket now encircles most of central Russia. The partisan in Warsaw dies in a 5:1. Beach defenses are built near Oslo and at Calais. The Swedes close in on a partisan. A Ukrainian 2x3 and Hungarian 1x3 are rebuilt for free.

The Russians fail to open the northern pocket, but they do kill three armor units to open the main pocket. They almost open supply to Dnepetrovsk, but fall short.

Japan attacks Calcutta, and loses a 1x2 as it kills a British 1x2. The city is taken and occupied. Four separate attritions occur: versus Nationalist China, a 31+ kills five units and takes a hex; versus Communist China, a 11+ kills a unit; a 1-10 in Burma has no effect; and in Port Moresby, a 2x3 is killed.

China also attritions.

The US occupies a second island in the Gilberts. Wake Island is invaded, no ships intercept, and the defending Japanese 2x3 is killed. Guadalcanal is isolated, level one. The WA counterair Lae with 15 AAS/NAS. They lose three AAF and two NAS. Japan loses two AAF and two NAS.

The first strategic bombing of the war occurs. Five GAAF defend Cologne. The US and UK attack. The US loses three air factors, kills two GAAF, and does 10 BRPs of damage. The British then lose one bomber and do four more BRPs of damage.

There are four destroyers available in the UK. Two 2o5 are built in the UK to pose the first threat of an invasion. A partisan is built in France.

Germany raises its shipbuilding rate to 5.

Two BB4s launch in Italy. A replacement, AAF, and 2o5 are rebuilt.

The US builds the Alaska Highway and sends 10 BRPs to Russia. The US grants 24 BRPs to Britain. The US produces a marine and builds lots of stuff.

## **Fall 1942**

Research: Germany accidentally announces a winter prep result one turn early.

Diplomacy: None.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: None



Atlantic Submarine SW: 11 subs oppose six CVE and 19 ASW. The results are 3/6 for the Axis and 3/9 for the Allies. Three subs and three transports die. Six more CVE enter the box later this turn.

Germany attacks across Russia's southern border. A 2:1 attack on a 2x3 rolls a four and kills it. Baku is occupied with no loss.

Russia's loss of Baku cuts their oil supply to three per turn. Their oil reserve is at five at the start of their move.

A 2:1 rolls a six and kills a 3o5. A 2:1 in the Crimea rolls a one and costs a Ukrainian 2x3 and an AAF. A 3:1 on Dnepetrovsk rolls a one. A Russian 4o5, Russian 3x3, and two Russian paratroopers die along with two Ukrainian 1x3s, a Hungarian AAF, a Rumanian 1x3, and a German 3x3. A 3:1 near Rostov rolls a three, and the city is ZOC'd by armor.

Exploiters cross the Volga. Most Russian units north of Stalingrad are encircled. Kuibyshev is encircled by four 4o6s. Leningrad hits isolation level two.

A Swedish partisan dies in a 4:1. A French partisan is eliminated on a 3:1.

The Spanish volunteers move to Russia (again). Germany announces a Russian Occupation Policies result. A Vlasov 3x3 is built in the Ukraine. Free Axis minors (Ukrainian, Hungarian, and Rumanian) are rebuilt.

Russia kills an Italian 1x3 near Baku, counterairs to kill two GAAF at the cost of one RAAF, and attrits on the 61+ table. A roll of six gives a 8C/4H result. A Rumanian 1x3, a replacement in Italy, a Hungarian 1x3, and five German replacements perish. The Russians retake hexes to put Rostov, Kuibyshev, and a few units back in supply. Eight others die OOS. The Vlasov result reduces the partisan pool to three, so no free partisan can be built. Russia takes the naval oil effect and reduces its reserve to four. The US sends 10 BRPs via Alaska.

The Russians end combat with 89 BRPs of units unbuilt. They rebuild 68 BRPs worth. A new line roughly along the Volga-Stalingrad-Don axis is formed. A second line with five infantry units is formed in the mountains east of the Volga. Russia still holds the Crimea, and has eight infantry and nine air units along the Caspian coast. The Russian Resistance Level drops to +2.

Japan captures Port Moresby. Their oil reserve drops to 3.

The WA kick the Japanese out of India. Britain needs to ship oil overseas, so it takes the military and construction oil effects, and its reserve drops from six to five. Transports send five oil counters away.

The US bombs Cologne alone. A USAAF, a GAAF, and 12 BRPs are destroyed.

A second partisan is rebuilt in France, along with Swedish and Polish partisans.

Germany spends BRPs - four on armor, nine on infantry, and 15 on naval - and also grants 18 to Italy. Germany ends with 100 BRPs left.

## **Winter 1942**

Diplomacy: None.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: None

Atlantic Submarine SW: The WA roll a six with 20 factors for a 5/9 result, the Axis roll a five with 11 subs for a 2/5 result. Germany withdraws its subs. Britain then moves six CVEs out of the SW box.

The winter roll is four, so the Axis winter level is a five. The Axis can exploit one hex, and it chooses to conduct three attacks with unlimited air. A 3:1 at Kuibyshev rolls a 4, so two 3x3s from each side die. A 2.5:1 at Stalingrad rolls a 2, for a full exchange, and nine factors die on each side. A 2.5:1 at Rostov rolls a 4, for an exchange minus two, and two Axis 3x3s die. All three cities fall. The three captured ICs drop in value to 10 BRPs.

A partisan in Krakow is killed in a 4:1. The Swedes close in on the pesky partisan. Seven GAAF are moved to or rebuilt in France and Germany to oppose Allied bombers. The Finns move three 2x3s closer to Leningrad, and incidentally reconquer the border hexes.

Russia does three attritions, because the Axis forces along the southern border are actually in two different attrition zones. In the Med., a 1-10 does nothing. In the Caucasus, an 11+ rolls a six for a 2C/H result. Two replacements in Italy die, but two armors, including the one in Baku, are isolated. The main front is a 61+, and rolls a 4 + 1 = 5 for a 7C/4H result. Ten BRPs are sent via Alaska.

Russia offers to surrender. Germany accepts.

Baku is out of supply, so Russia gets it back. The Axis is pushed out of the Caucasus, except for hex AA46. Leningrad falls to Germany, with a five BRP IC. The Baltic fleet is scuttled. Russian partisans disappear.

The US election result is calculated for the European theater only. The 1942 DP levels are used because the result is for the end of the Winter 1942 turn. The Axis has 18 DP, the WA 12, Russia 2, and Britain gives a +5 bonus for continuing to fight. The net result is +1. No effect - but just barely.

The Russian DP level for YSS 1943 is calculated as +3 basic, +1 for 100 BRPs, -2 for Moscow, -1 for Leningrad, -1 for Stalingrad = 0 DPs. The RRL for 1943, after they

rebuild all units, is four ICs = -3, two powers at war = +2, DPs = 0 for a net -1. Russia can build one IC to get up to zero in 1943. The WA will need to take two hexes in France to boost Russia up to a +1 RRL and allow Russia to re-enter the war in 1943.

Italy moves a 3x3, a 2x3, a 1x3, and a 2o5 to Algeria. One-factor units are placed on the beaches at Sardinia and Corsica.

Unescorted supply to Port Moresby is cut, so the Japanese there are at isolation level one. Over Rabaul, air battles kill two USAAF and three JAAF. Japan takes the construction oil effect, and its reserve is at five.

The WA announce a torpedo result. In submarine SW, the WA get a 3/2 result in the Pacific. Japan can only inflict a 0/1 in return.

Attritions kill two Indian, two Chinese National, and four Japanese units, which are all rebuilt.

The US bombs, and loses five air factors. It destroys five GAAF and one BRP.

Britain needs to ship oil overseas, so it takes the military and construction oil effects, and its reserve drops to three.

A Vlasov 1x3, the Vichy French 3o5, three more infantry units, and all five subs are built.

The US builds tons of stuff.

### **YSS 1943:**

#### **BRPs:**

Britain: 120  
US: 669  
Germany: 477  
Italy: 70  
Russia: 165  
Japan: 251

#### **DPs:**

WA: 14  
EuroAxis: 22  
Russia: 0

#### **RPs:**

WA: 33

EuroAxis: 19

Russia: 9

Japan: 11

## **Spring 1943**

Research:

A WA spy ring in German atomic research reveals a project named Tunis, with one roll of four. Germany uses a counter-intel result to kill the ring immediately.

Diplomacy:

Germany names Yugoslavia and rolls a two with a +3 modifier, for no effect.

Germany names Spain, with seven DPs. The WA have five. Germany declares a covert operation in Spain. The WA use a counter-intelligence result to kill it and declare a covert operation of their own. The roll is a two, modified by +4, for a six. No change.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: None

Atlantic Submarine SW: None

The WA destroyer count is over ten. Invasion rumors start to fly.

The Axis moves lots of air from Russia to NW Africa. There are 15 factors in Rabat, five in Constantine, five in Algiers, and four on an airbase. A 2x3 moves to Bizerte. Germany builds a railhead in Algiers.

Germany places beach defenses and 5o6s at Dieppe and Caen. Infantry also moves onto the beaches. Two Vichy 2x3s on the beach near Bordeaux are backed up by a 3o5. Two 3x3s are placed on the beach in Denmark.

The Swedes move next to the partisan, but don't attack - a limited offensive costs more than the partisan is worth.

Germany announces an increase in shipbuilding to six. Only four are used this turn. Germany produces and launches four subs, for a total of 15. All move back into the SW box.

Five new German INT appear. More air moves into France and Germany.

Counterairs occur near Gibraltar. Three BAAF, two GAAF, three German NAS, and five Italian NAS die. The survivors invert. The Axis wishes it had placed only AAF, not NAS,

within counterair distance of the Rock. A carrier TF patrols near Morocco. A CVL2 is damaged, and two NAS and a GAAF die.

The US bombs Cologne. Four bombers, five INT, and ten USAAF attack. Five GAAF and five INT defend. Each side loses four air factors, and one BRP of damage is done.

A partisan is built in Brest.

The UK gets 70 BRPs in grants from the US before the subs attack.

The US places an airbase in the Pacific. Another DD launches from Britain. The WA produce three US and two UK bombers, and four US and one UK INT. The final US Atlantic mobilization occurs. The US produces two marines. Two UK BB4s and US DD6 are launched into the Atlantic. Both WA convert three DDs into ASW, bringing the count to 22.

Japan falls back in China to remove open spaces where Chinese partisans may be built. Japan announces an ASW result.

The Brits and Chinese link up in the Himalayas, but the Burma Road remains closed because Japan still holds Mandalay.

Italy builds CA4 and two replacements.

Russia grants 20 BRPs as indemnity to Germany. The US sends 10 BRPs via Alaska. Russia produces and builds an IC in Uralsk. Russia uses exactly their UCL of 59 BRPs to rebuild their entire remaining forcepool.

Russia is now at Resistance Level 0. If the WA take two hexes in France, then Russia may declare war at the start of its next move. Otherwise, Russia is out of action until Spring 1944, when they can build another IC and raise the RRL above zero.

The Russian players spend the next few hours playing video games as the WA plot their return to Europe.

### **Summer 1943**

Research: Nothing revealed.

Diplomacy: Germany uses a counterintel to zap the spy ring in Turkey. Germany rolls for Turkey. They have eight DPs, the WA have five DPs, and both sides play a covert op. The modifier is +5 and the roll is four, so Germany continues to get 10 BRPs from Turkey.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: Three Italian BB4s raid. A BB4, BC3, CA4, and CVL2 intercept. The WA play a strategic card, the Axis a tactical. Axis modifiers make a successful air attack with two NAS impossible, so no air is used. The BC3 is damaged. On the way home, another CA2 joins the action. An Italian BB4 is damaged, and a CA2 is sunk.

Atlantic Submarine SW: As the Battle of the Atlantic restarts, 15 subs oppose 22 ASW. The WA announces a fifth ASW result, after two doubles in '40 and '42. The mod is -3. The Axis rolls a 7, which adjusts to a 4, for a 3/8. The WA roll a 6, which adjusts to a 9, for a 6/10. Three transports and six subs die. Germany sends its subs to the Atlantic coast to menace invaders, and starts building CA14.

Counterairs near Gibraltar kill all 10 BAAF, two GAAF, and four IAAF.

Bombing occurs. The USAAF uses eight AAF, nine INT, and seven bombers versus Cologne. The Royal Air Force uses one AAF, two INT and six bombers versus Essen. Germany defends with five AAF and five INT at Cologne and 10 AAF and three INT at Essen. The US loses four air factors, the UK also loses four, and Germany loses seven airs and seven BRPs.

The US ships two oil to SA and two to the UK. The UK reserve is down to 1.

The Finns move a 2x3 and an AAF to Oslo. A second Swedish 2x3 moves to Bergen.

There are six partisans in Western Europe.

Russia again gets 10 BRPs from the US and sends 20 BRPs to Germany. Russia SRs units to the Far East. Russo-Japanese tensions skyrocket.

Japan loses Wotje and Port Moresby, and has four transports sunk and one damaged by US subs. All Japanese units in western New Guinea are at isolation level one or two.

The US builds lots and lots of stuff.

A BB5 is added to the Atlantic fleet. Gibraltar, at isolation level one, needs bullets and biscuits.

### **Fall 1943**

Research: Nothing revealed.

Diplomacy: None.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: None

Atlantic Submarine SW: None.

The Axis launches a 30:30 attack on Gibraltar, with a paratrooper nearby. A British sub intercepts and damages a CA2. The WA graciously allow the Axis, who did not see the sub on the board, to retroactively add CA6 to the invasion fleet. The 34:30 rolls a two. The invasion fails. Two Italian 3x3s, five IAAF, and five GAAF die.

Japan counterinvades Wotje and retakes it. Attritions on the Asian mainland fail to take any hexes for either side. Japan launches a CV3.

Germany rebuilds all its INTs.

Four WA TFs invade the beach in the Lorient hex. A German TF tries to intercept at Glasgow from Norway. The distance is 10 and the roll is 11. Three airc spot for the WA. The Germans find TF2. The British roll seven dice, and find the German TF twice. An air attack is launched with surprise level 3. Both TF have carriers. The German NAS on patrol is killed, and the WA lose one NAS and abort another. AD kills another NAS and aborts two more. Four attack. A PB2 is sunk, a BC3 is damaged, and two PB2s are damaged. The German TF withdraws. Nine subs try to intercept, all at the maximum modifier of -4. Four die, but they sink a CA2.

The attack at 2.5:1 succeeds on a full exchange. Two 3x3 die, as do eight AAF, four CVE, and CA6. A 5o6, 3x4, and 1x3 stack on the beachhead. A 2o5 moves to Brest, which is not garrisoned. The Germans regret the error, as two 5o6s and a 3x4 enter there and occupy Brest and the other hex in Brittany.

Russia can declare war next turn, as there are at least two hexes occupied in France by the WA.

Essen is bombed. Five WA air factors, two German INT, and 10 BRPs are destroyed.

Ten USAAF are produced. The WA builds lots of stuff. A CVL2 is repaired. The British Admiralty spends the usual 18 BRPs on shipbuilding. DD6 convert into two transports.

With no subs in the Atlantic, three oil are shipped to SA and five to the UK.

In the Pacific, a 3x4 invades Majuro unopposed. The US takes Lae. The US subs inflict a 4/1 result on the Japanese, who can ship six oil this turn.

### **Winter 1943**

Research: Nothing revealed.

Diplomacy: Russia declares war on Germany.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: None

Atlantic Submarine SW: None.

The winter roll is six so the level is 11, and both sides in Russia have a winter prep of six, so the effective level is five for both sides. Germany adjusts its line in Russia to try to minimize losses when Russia declares war. Russia is fully built; Germany has mostly infantry, some armor, and no air to oppose Russia.

An 11+ attrition of the WA in France does nothing.

A 35:18 attack, on the 1:1 table, is launched at Gibraltar. Two Brit subs attack with a tactical card, and sink a CA2 and DD1. A one is rolled. The Rock stays British, and a BB3, two 3x3s, five GAAF, and four IAAF perish.

The four Italian infantry in Ethiopia march into Egypt. They will soon be needed closer to home.

The US attrits on the 21+ table in France, and kills two replacements.

The US bombs Germany. The US loses five air factors. Germany loses four factors and eight BRPs.

The Russians declare war and launch six major attacks. Stalingrad falls with a full exchange. Kuibyshev is taken. Two other attacks succeed and the other two fail. Two Vichy AAF die in a counterair. Russia is now back in the fight, but it is a long way from Stalingrad to Berlin.

Russia attrits on the 11+ table in the south, and kills two replacements in Italy.

A carrier versus land-based air battle is fought in the Gilberts. The US invades and the Japanese Navy defends.

Round 1: The air battle sinks a Japanese BB4 and CV3, and damages a CV3. A US BB4 sinks. In fleet combat, two Japanese BB5s sink a US BB4. Four BC3s miss. The US sinks a Japanese BC3.

Round 2: Japan loses a CV3 and CVL. The US loses two AAF and has a CV3 damaged.

The US withdraws and the invasion fails.

The Japanese subs miss, but the US subs sink three transports and damage one. There are eight oil left in the Japanese reserve. Attrition kills five Chinese and takes a hex in China.



Russia builds partisans, including one in Sweden, and has six BRPs of growth for the year.

Everyone is able to rebuild almost everything.

### **YSS 1944:**

#### **BRPs:**

Britain: 120  
US: 850  
Germany: 567  
Italy: 70  
Russia: 241  
Japan: 259

#### **DPs:**

WA: 15  
EuroAxis: 21  
Russia: 2

#### **RPs:**

WA: 37  
EuroAxis: 25  
Russia: 10  
Japan: 11

### **Spring 1944**

Research: Russia announces a CTL increase.

Diplomacy: The WA announce a spy ring in Turkey. The Germans announce a covert in Turkey. The WA announce a counterintel and kill it. Russia announces a covert in Turkey. Germany rolls, with seven DP in Turkey versus five WA DP. The roll is a four, which is modified by +2 to a six. No effect.

Germany tries to get Yugoslavia with two DP and a net +3 modifier. The roll is a one, which adjusts to a four, for no effect.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: None

Atlantic Submarine SW: None

Fourteen GAAF counterair five Russian AAF. Two GAAF and four RAAF die. A 1:2 on a 3o5 by a 3x3 kills both. An 81+ attrition achieves a 8C/5H result. Russia is pushed back a bit in the Crimea.

A partisan is killed in France. A fort is placed in Paris. Lots of heavy units move towards the beaches. An attrition gets 2C/1H in France. To keep the beachhead, the WA under a new rule must sacrifice two 5o6s.

Italy uses 17 DDs to bring lots of units back from the Near East to Western Europe and NW Africa.

Russia kills a lot of Axis infantry units and a few armor, achieves two breakthroughs, exploits towards Moscow, and puts five German units OOS.

Germany produces and builds five more INT.

Russia builds an IC. Kiel is still building CA14. An Italian BB4 is repaired.

The WA have 30 USAAF, 17 BAAF, 16 INT, and 18 bombers in Europe now.

The US attacks two hexes in France. Each attack kills a German 5o6 and a 3x3 at the cost of a 3x4, a 5o6, and nine AAF. GIs march into the two hexes.

The beach at Casablanca is attacked and occupied with no losses to the WA. Ten AAF move to Gibraltar.

Japan evacuates Truk and the US occupies it.

The fortunes in the Chinese cookies eaten by the players are eerily accurate. "Be moderate where pleasure is concerned, avoid fatigue." "You will step on the soil of many countries."

[It's 1:30 Sunday morning, and the players start leaving at noon. Play stops for the night.]

## **Summer 1944**

Research:

[It is the last turn, so the players agree to end all secrecy.]

Germany announces a two-hex-range jet result, even though they did not start research until 1943.

The WA announce another air range result, so they can bomb Berlin now.

A WA covert is announced.

The WA uranium separation roll succeeds. The first U235 bomb will be ready as soon as winter 1944.

Diplomacy: Germany names Spain, each side has six DPs, there is no effect.

Atlantic Ocean Raiders: None

Indian Ocean Raiders: None

Atlantic Submarine SW: None

Germany attrits in France with 41+ and gets a 4C/2H result. A breakthrough hex is retaken, and the WA sacrifice a 3x4 and 5o6 to avoid losing their beachhead, in accord with the new rule. The WA hold four hexes in France at the end of the German turn.

Germany uses an air transport to supply an armor in the Russian forests. It retreats.

Germany takes a full offensive in Russia, and pushes the Russians back in the southern Ukraine. The Soviet exploiting armor is in range of Axis air but out of range of Russian DAS. Two are killed, and a third is put OOS. The drive toward Moscow is blunted. The Axis moves most units back four hexes to avoid engaging the Russians. Three partisans, two OOS Germans, a Finn, and a Swede all die in minor battles.

A weak line is formed in Morocco to slow down the WA advance. A 3x3 goes into Malta, and lots of one-factor units go on most Med. beaches to act as speed bumps and prevent the WA from invading unopposed.

The WA break through the Morocco line. A 5o6 armor speeds towards Algiers.

Germany builds two jets. Nine interceptors defend Berlin when the WA attack en masse. Berlin is damaged, but not firestormed.

The Russian counterattack pushes back the Axis. The Red Army wipes out every unit in contact with them, except for those in Rostov, which is isolated, level one.

In the Pacific, the Japanese are at isolation level two at Wake, Kwajalein, Rabaul, Hollandia, and Kavieng. Forts have been built at Guam and Palau Korar, and beach defenses on Celebs, Ceran, and Mindanao.

The WA have taken the Solomons, the Gilberts, and the East Carolines. An artificial port has been built in the Marshalls.

A WA CA2, DD2, and 1x2 are lost in a battle for Guam. Guam stays Japanese.

An invasion of Palau Korar draws in three Japanese and five US TFs.

Round 1: Japan has a BB5 sunk and a BB3 damaged and the US has a BB3 damaged.

Round 2: Japan has a BB5 sunk. Japan attacks the carrier TF that sank the BB5. The US carriers have few airplanes left. A US CV3 sinks and two CV3 are damaged. Two Japanese BC3s are damaged in fleet combat. Japan then withdraws.

A 2:1 attack on Palau Korar fails, and all the survivors sail home.

A CVB4 leaves the SA box and goes somewhere in the Pacific.

[It's noon Sunday, and time runs out.]

The players decide to adjudicate the victory conditions.

In the Pacific, Guam should be taken in Fall 1944. The carrier ratio is about seven to four in favor of the US. A U235 bomb may be ready as early as Winter 1944 and three A-bombs could be ready by Summer 1945.

The players judge that Japan will surrender in Summer 1945, which is a one turn Allied victory in the Pacific.

Europe is a different matter. The WA will probably nuke Berlin and Berchtesgaden before the Red Army gets to Germany. The WA are building both Uranium and Plutonium plants and up to six nukes in total could be used by Winter 1945.

The players judge that Germany will surrender in Winter 1945.

However, cities in Italy can't be A-bombed, so Rome itself must be taken. In addition, to force an Axis surrender either multiple objectives in the Med. must be taken or else most of northern Italy must be conquered.

The players judge that Italy will surrender in Spring 1946, which is a three turn Axis victory in Europe.

Overall, the Axis is awarded a two-point victory.

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Here are the records of the RP and DP allocations made by the WA during the game:

WA DP allocations:

1939: Sweden: 1 USAT: 2 Intelligence: 2

1940: Spain: 3 USAT: 2 Intelligence: 3

1941: Ireland: 3 Spain: 3 Intelligence: 3  
1942: Spain: 4 Turkey: 4 Intelligence: 4  
1943: Spain: 5 Turkey: 5 Intelligence: 4

#### WA Research:

##### Air:

##### General:

1939: 1 RP, roll is 4, result is +4  
1940: 1 RP, roll is 2, result is BT  
1941: 1 RP, roll is 5, result is +5  
1942: 1 RP, roll is 3, result is BT  
1943: 1 RP, roll is 4, result is +4  
1944: 1 RP, roll is 3, result is BT

##### NDRM:

1941: 1 RP, roll is 5, result is +4  
1942: 1 RP, roll is 2, result is +6  
1943: 1 RP, roll is 4, result is BT

##### Range:

1939: 1 RP, roll is 2, result is +4  
1940: 1 RP, roll is 2, result is +5  
1941: 1 RP, roll is 3, result is BT  
1942: 1 RP, roll is 3, result is BT  
1943: 1 RP, roll is 1, result is +1  
1944: 1 RP

##### Defense:

1939: 1 RP, no roll  
1940: 1 RP, roll is 4, result is +4  
1941: 1 RP, roll is 2, result is BT  
1942: 0 RP  
1943: 2 RP, roll is 6, result is BT  
1944: 1 RP

Air Production: 1940: 1, 1941: 1, 1942: 2, 1943: 4, 1944: 3  
Str. B. Europe: 1941: 3, 1942: 2, 1943: 4, 1944: 3  
Str. B. Pacific: 1944: 3  
Naval Air Trans.: 1942: 1, 1943: 3, 1944: 2  
Airbases: 1943: 1

Naval:

General:

1939: 3 RP, roll is 3, result is +5  
1940: 1 RP, roll is 2, result is BT  
1941: 1 RP, roll is 4, result is +4  
1942: 1 RP, roll is 4, result is BT

NDRM:

1941: 1 RP, roll is 5, result is +4  
1942: 1 RP, roll is 3, result is +7  
1943: 1 RP, roll is 2, result is BT

ASW:

1940: 1 RP, roll is 4, result is 2 BT  
1941: 1 RP, roll is 3, result is +2  
1942: 1 RP, roll is 4, result is 2 BT  
1943: 1 RP, roll is 6, result is BT

Torpedoes:

1943: 1 RP, roll is 4, result is BT

Submarines FP: 1942: 2 , 1944: 4  
ASW FP: 1940: 1, 1941: 3, 1942: 1  
Transports: 1940: 1, 1942: 3  
Shipbuilding: 1940: 1, 1941: 1  
Ports: 1942: 1

Military:

General:

1939: 1 RP, roll is 4, result is +4  
1940: 1 RP, roll is 4, result is BT  
1941: 1 RP, roll is 2, result is +2  
1942: 1 RP, roll is 3, result is +5  
1943: 1 RP, roll is 4, result is BT

Training:

1941: 1 RP, roll is 4, result is +3

1942: 1 RP, roll is 4, result is +6  
1943: 1 RP, roll is 4, result is BT

Military Production: 1940: 1, 1941: 1, 1942: 1, 1943: 4  
Specialized Units: 1942: 1, 1943: 2, 1944: 2  
Forts: 1940: 1, 1941: 1

Atomic:

General:

1939: 1 RP, roll is 4, result is +3  
1940: 2 RP, roll is 2, result is BT  
1941: 1 RP, roll is 3, result is +3  
1942: 2 RP, roll is 3, result is BT  
1943: 5 RP, roll is 3, result is BT  
1944: 6 RP, roll is 3, result is BT

Radar:

1939: 1 RP, roll is 3, result is +7  
1941: 1 RP, roll is 6, result is BT  
1942: 1 RP, roll is 6, result is +7  
1943: 1 RP, roll is 3, result is BT

Controlled Reaction:

1941: 1 RP, roll is 2, result is +1  
1942: 2 RP, roll is 5, result is BT

Uranium Separation:

1944: 1 RP

Plutonium Production:

1944: 1 RP

Atom Bomb:

1944: 1 RP

Uranium Plants: 1942: 1, 1943: 2, 1944: 3  
Plutonium Reactors: 1943: 1, 1944: 2

Intelligence:

General:

1939: 1 RP, roll is 3, result is +3  
1940: 1 RP, roll is 4, result is BT

Counter-Intelligence:

1940: 1 RP, roll is 3, result is BT  
1941: 2 RP, roll is 3, result is BT  
1942: 1 RP

Covert Ops:

1941: 1 RP, roll is 2, result is 0  
1942: 1 RP, roll is 3, result is BT  
1943: 1 RP, roll is 3, result is BT  
1944: 1 RP

Espionage:

1939: 1 RP, roll is 2, result is +1  
1940: 1 RP, roll is 2, result is BT  
1942: 2 RP, roll is 3, result is BT  
1943: 2 RP, roll is 3, result is BT  
1944: 2 RP, roll is 3, result is BT

Partisans: 1942: 1, 1943: 1, 1944: 1