

Game 3 = Alpha game (The Very First) that started from GS-generated positions in *both* theaters.

Europe GS

All powers went research-heavy, creating civilian factories that stayed active until around late 1937.

Robert's Allies kept the BoP about even with the Axis during GS, preventing Axis aggressions.

Western Allies declared pre-emptive war against the Axis in Fall 1938.

Germany had not yet annexed Czechoslovakia, and Poland remained alive.

The DoW occurred in order to forestall German 1939 achievement of all its 18 step research projects.

Jets, Rockets and Armor all got stopped between 15 and 18 steps.

A timely RE let Germany complete 18 steps of Advanced Submarines.

Allies deliberately commenced AWAW in 1938 in order to allow for early development of their atomic bomb.

GS produced an atomic random event in Winter 1936. Allies believed that GS-AWAW transition rule 6.63 permitted early AWAW bomb building.

[Ed.—The Transition rules for early atomic research changed in the updated 6/30/16 Transition rule set. Prior to

June 30, 2016 a 1938 outbreak of war with atom already split would allow AWAW research to

commence researching and producing all atomic projects one year earlier than normally permitted by Rules 43.11

and 43.12 in classic AWAW. Under the new, current transition rule only atomic general research is permitted

early. Allies did not know of the change, believed that they could legally start Atomic projects early, and did so.

Axis thought the new rule applied, and at Convention were quite surprised by attempted use of an Allied

atomic bomb in Spring 1944 (although it failed!). Game Master Randy Scheers was consulted. Because the GS

game started and was completed prior to June 30, the GM determined that the former rule would apply in this

game.] As it turned out, early atomics was a missed blessing for the Allies, because the research points devoted to

early atomic research somewhat delayed progress in other projects. Allies in any event believed they must pursue

all-out atomic research--out of fear that a German advanced sub could deliver a German atom bomb to New York if the U.S. did not also have the atomic bomb.

USAT started Winter 1938 at -13. Because the Western Allies declared war against Germany, Germany necessarily entered an unhelpful Nazi-Soviet Pact (47 for Russia).

Russia gained claims to all of Rumania plus the usual border areas, and prevented German economic interest in Russia.

In Spring 1940 Germany can attack with six armor units to the Allies' one, and @25 AAF to Allies' six.

France mobilized armor from each of its three mobilizations--which the Allies in retrospect realized was a mistake in view of its plan for commencement of war in 1938.

Mobilized French armor did not begin to arrive until Summer 1939. France should have mobilized air rather than armor, along with its infantry

Asia GS

In Summer 1935 Japan drew a RE +2 level increase in Naval Air Training.

Obviously Japan should invest heavily in elite NAS and naval expansion. Japan did so, and got 18 steps.

China grew huge from research (bigger than any China ever will grow again, Bruce says).

China enjoyed two 3x2 units, two forts, four 1m2 elite units, two extra AAF and 20 1Rs, plus extra 2x2s and 1x2s.

Japan managed to conquer only two (Northern China, and Shanghai almost by accident) of its usual four Chinese KEAs. (Great problem due to -1 resistance per turn; see revised 57.11.)

Japan ended GS in Summer 1939 with Naval Air Training rate at 4.

Imperial Japanese Navy possessed six CV3s launched and two building, plus two BB4s and a BB5 building.

Japan also started a 4o3 armor in Manchukuo, in place of a 2o3 and 1o3.

U.S. shipbuilding schedule is messed up by these Japanese initiatives. USJT starts at -2 but stays generally on a 'normal AWAW' track due to Japanese fort building, ship building, and Fall 1939 German conquest of Paris.

Responding to Japanese naval starts and launches the U.S. :

- 1) start game with carriers Lexington, Saratoga, Enterprise launched, and Yorktown, Hornet and Wasp building.
- 2) have BB4s Washington, North Carolina and South Dakota already building.

3) have their shipyards already clogged with mandatory ship starts so can't commence the mandatory Spring and Summer 1939 BB4s in those turns.

USAT = -13

USJT = -2 But a Convention ruling states that any event modifiers occurring before USJT commence are added to the start. So start becomes 0, when German capture of Paris is added.

RGT = 0

1938

Winter 1938 = Allies announce increase in Air Range research. [Ed.: Axis would have had an Air Range result also--but had accidentally illegally allocated some RPs to General research and so deprived themselves of an all-but-certain Air Range increase. Axis mistake was caught in 1939, too late to fairly allow the Axis Air Range result; adjustments made gave the Allies back several transports for the first game turns.] Phoney war. Russia places a spy ring in Axis Military research. Germany messes up its minor DP assignment, but lucks out and gains five BRPs from Sweden. Germany activates DP in USAT. Germany screens Czechoslovakia with 1Rs and spare units to make sure the Allies don't activate it. Germany kills a transport with one sub on DRM 0. Germany regrets loss of its +1 DRM. Armored cruiser Graf Spee evades initial Royal Navy interception but misses transports. Two Cruisers and a destroyer intercept Graf Spee on its return trip. Spee damages a CA2 and escapes damage. **The Allies could not shoot straight, and were somewhat relieved that the Axis did not attempt any further raiding in the game.** Germany, Italy, **Russia** and Britain mobilize. All powers build what units they can build. Germany lays a DD instead of building a submarine. Russia sets up to invade Rumania. The Allies activate one DP in USAT and another in Ireland --but roll 6. Ireland stays neutral, **indicating that it will remain receptive to further Axis overtures.** Allies announce air range increase. Allies surprise the Axis by producing a 3x4 infantry unit and an AAF. [Ed.: Normally production cannot happen in 1938 in a partial year. But Britain started game with 18 steps of economic preparation. Bruce Harper ruled production is allowed in this particular instance. This ruling certainly affected--negatively--the Axis plans to invade England. **Production from the Economic Prep GS result was of critical importance to the Allies, as they were concerned about a possible Axis Sea Lion invasion attempt.** Allies reinforce Egypt with Commonwealth troops. Malta contains one replacement. Two British, one Canadian and one South African 3x4 Infantry units go to France to bolster defense. Southern French Alpine hexes are guarded by four replacements and the sole French 3o5 armor unit. Otherwise the French Army (all 2x3s) deploys heavily in the north. Britain builds four AAF within German counter air range.

USAT = -12

USJT = -2

RGT = 2

BotA = Net modifier 0; two submarines v. two ASW; of 17 transports one is sunk.

Britain loses six BRPs.

Transports: 16 AO, eight IO.

1939

Spring 1939 = Allies place a spy ring in Axis Air Research. Axis stir up the Deutsche-Amerikaner Bund with a DP in USAT. Germany mobilizes (now has two remaining). Germany declares War against the Western minors. Attacks on the BeNeLux go in at 3:1s or higher. Germany suffers no losses in air or ground combat with the minors, all of which (save Norway) enter Germany's Minor Country Protection Program. Antwerp remains vacant. Germans land four ground factors in Norway, unopposed because Norway has only one 1x3 (in Oslo). Seven German AAF from Wilhelmshaven counter all five British AAF; each side loses two AAF. Germany mobilizes. Germany produces and builds an air transport. Italy produces a second 2o5 armor unit, deferring one military production BRP to 1940. Germany expands Kiel shipyard and lays two more DD, just in case England becomes invadable later in the year. **Kiel shipyard activity causes the Admiralty even greater anxiety that invasion of England may be in the offing.** Italy uses Axis military production to generate a 2o5 and defer one BRP. Germany and Italy continue building force pools. WA activate a DP in USAT. French Army enters Antwerp. Anglo-French attrition on the 21+

column costs Germany two replacements **and took no hexes, basically accomplishing nothing**. Russia declares war against and occupied the Baltic States, and deploys most of its forces adjacent to Rumania. Britain performs its final mobilization. Aside from some more British production-- a 2o5 and AAF, and three NAS--Allies have no units to build. [Ed.: Russia was playing under the published rules that stated that Russia could not demand the Finnish border hexes until Winter 1939, regardless of when war broke out. A subsequent clarification provided that Russia could demand them as early as the second turn of AWAW.] U.S. start construction of BB4 *Massachusetts*.

USAT = -6 (-7)
USJT = -2
RGT = 5

BotA = Net modifier +1, two submarines v. two ASW; of 16 transports two are sunk and one damaged. One submarine aborts.

Britain loses six BRPs.

Transports: 16 AO, eight IO, ten in PO (all game; PO total never changes)

Summer 1939 = Axis activate a second DP in USAT. Italy declares War against the Allies, contributes some AAF and a 2o5 to German operations, and basically goes broke in so doing. This turn the Germans risk lower odds in their attacks, and gain the commensurate rewards. Germany captures Oslo at 2:1, Antwerp at 2.5:1, and cuts into northern France on a 2.5:1 breakthrough attack at Sedan. From there German exploiters dare a straight up 2:1 versus both O23 and P23. With no losses they get adjacent to Paris and also surround a major portion of the French Army. Allies grimace at their "**very poor battlefield execution**". An airdrop mission to N22 goes unopposed by British AAF. Britain notes that its conserving the RAF probably was a mistake.; the AAF should have flown. The dropped 1m3 thus cuts supply to two Commonwealth 3x4s east of the Seine in N23. Germany mobilizes. ZoC from Antwerp prevents sea supply through Calais. Allies announce another **DP in USAT**. Allies eliminate the German airborne unit during their turn but because no supply reached the British units they could not push away the German 4o6s next to Paris. Thus France can't build its incoming second armor unit in Paris. French builds get scattered south of Paris, mostly guarding Lyon and Marseilles. French defend their Alps using only replacements. Russia invades Rumania--and blows out a 2:1 key attack on a "1" roll. Potential exploiters sit with nothing to do. Rumania survives a turn! Russia rebuilds its losses and vows retribution. Britain deploys six Commonwealth infantry factors to conquer Italian Ethiopia. **Allies calculate that they can redeploy these units to Egypt in Winter 1939, in time to hold Egypt.** [Ed: As events turned out, that was a turn too late.] U.S. lay BB4 *Indiana*. Two more of the mandatory 1939 BB4s await starts and SBPs not necessary to advance ships already laid.

USAT = -2 (-3)
USJT = 0
RGT = 6

BotA = Net modifier 0, two submarines v. two ASW; of 21 transports none are sunk; one aborts.

Britain loses two BRPs.

On a very high Allied dice roll (11) one submarine is sunk and the other aborts.

Two years will pass before Germany loses another submarine sunk.\

Transports: 21 AO, 7 IO.

Fall 1939 = Germany elects to attempt activation of the Balkans, offsetting the -2 for France being alive with +3 for Russo-Rumanian War. Pro-Axis Hungary allies, and somewhat pro-Allied Bulgaria associates; pro-Allied Yugoslavia holds aloof (temporarily). No DP in USAT. This **Axis diplomatic foray into the Balkans convinces the Allies that Germany will most likely invade Russia in Summer 1940, or perhaps forgo attacking Russia for now in favor of a Sea Lion**. Germany and Italy together capture all three French objectives, with Italy spending German marks to pay for its builds. The French AAF don't fly DAS on Paris, figuring to wait to defend against German exploitation. But with Paris occupied those DAS missions get grounded by rule 75.46D. The Germans daringly leave only a singleton 3x3 to garrison Paris; all available infantry units pull out for Poland and armor unit to the Riviera. **The Allies placed a DP in USAT, getting one up on the Axis (who could place only two this year)**. Britain contemplates landing 3x4s from England in northern France, to attack the lone 3x3 in Paris at straight 1:1

odds. Britain concludes **odds of succeeding in both the sea transport and the Battle of Paris were probably at best 1 out of 4, but try anyway.** Britain dares the sea transport but the German fleet intercepts and thwarts the move. German ship losses cancel the prospects of invading England: CA2 and PB2 sunk, both BC3s damaged. Germany retains use of only a pair of PB2s and its DDs. Britain loses two CA2 and a DD sunk and another CA2 damaged. Attrition fails to take a hex. France falls. Allies reveal their placement of three DPs in France, which pushed the FSL down to -1. Axis had wondered where those DPs might be hiding. Vichy government established. Japan mobilizes 11 ENAS (five deferred) and three AAF. Japan fortifies vulnerable Shanghai. Russia **makes its first AWAW mobilization** this turn. **Russia ponders apparent German interest in activating Poland as an ally, taking advantage of favorable diplomatic modifiers. So Russia starts a border war, demanding Eastern Poland, and costing Poland some four ground units on a high attrition roll.** Russia conquers Rumania and redeploys most AAF and armor to the Finnish borders. More infantry marches into Poland. **USAT reached 3 at the end of the turn.**

USAT = 3

USJT = 2

RGT = 15

BotA = Net modifier +1, two submarines v. two ASW; of 24 transports four are sunk and one aborts. No submarine loss.

Britain loses four BRPs.

Transports: 19 AO, seven IO.

Winter 1939 = With the Kriegsmarine hammered and more British units in England than staff planners expected, Germany cancels Plan Sea Lion. The General Staff quickly spins an alternative plan, for aggressive Mediterranean strategy. Italy supplies Libya via Tobruk, escorted by a CA2 and DD. The Royal Navy plays a Strategic Magic card, and sends out its submarine and slow Mediterranean TF to intercept--and both miss! These low die rolls crack open the Eastern Mediterranean theater. Therefore the rest of the Italian Navy, assured of no British naval opposition during the movement phase, transports a German 2o6 and 4o6 and Italian 2o5 from Venice into Tobruk. Those units break through a very thin infantry crust on the Egyptian border, on an Italian 3:1 attack, and exploit into vacant Alexandria. German BRPs pay for all of that, plus a Wafdist partisan next to Suez and Cairo to inhibit new arrivals. Those Allied units in Ethiopia show their value by their absence from Egypt! [Ed.: Axis Tobruk transport jacks up the price of British Ethiopia--ultimately, to Axis rule over the entire Middle East.] Three Luftwaffe air wings stage to Sicily to cover Malta; more AAF fly toward Egypt. Japan sends ground units to northern Indochina to face piles of Nationalist Chinese in Yunnan. During Allied turn Russia attacks the Finnish border hexes and captures two. Russian units involved in Poland kill more Polish units to capture the Eastern cities. Malta goes unsupplied. Chagrined by its low interception dice-- what Britain terms "**a critical failure in execution by the Allies, and also a strategic error**" --British **withdraw their navy from the Western Mediterranean in order to avoid the threat of being cut off and destroyed.** Britain uses its one combat unit in Suez to kill the partisan; and British sea escort units into Suez to cover the east bank of the Canal. British African units fresh from liberating Ethiopia belatedly enter Egypt, **too little, too late.** They temporarily squelch the Wafd. But practically, **the Axis now have a free hand to take over all of the Eastern Mediterranean. Sole consolation for the Allies is that while the Axis now may wipe out the British presence in the Mediterranean, doing so will cost the Axis surprise in Russia.**

U.S. lay down a BB4, *Nebraska*.

USAT = 9 (-7)

USJT = 3

RGT = 20

BotA = Net modifier +2, two submarines v. two ASW; of 24 transports four are sunk and two abort. No submarine loss.

Britain loses five BRPs.

Transports: 18 AO, seven IO.

1940

Spring 1940 = Poland withdraws units westward, away from the evil Russians--and toward the now annoyed Germans, who decide they must erase Poland rather than restore it. Finland surrenders Karelia to Russia, withdraws, and commences rebuilding its lost 2x3s. A weak Axis spy ring pops up in Czechoslovakia--revealing no Allied DPs in Prague. One Axis DP appears in USAT. Balkan countries eye the Russians in Rumania and sign up with Germany: Albania and Bulgaria become full allies, and Yugoslavia provides hex control. Germany had hoped to gain Polish alliance, but with so many dead Poles hex control prospect is now quite uncertain. So to keep Russia out of Warsaw Germany regretfully declares war against Poland. Germany expects to walk into vacant Warsaw while the Polish Army is busy with Russia. (Reverse of the usual situation!) Russia greatly dislikes this effect of its prior invasion. Negotiations ensue. [Ed: Poland required a rule clarification. With RGT at 25 in Spring 1940, Russia would have been able to declare war on Poland this turn. It was agreed that Poland could be treated as having ended the border war voluntarily in Winter 1939, as Rumania is permitted to do in Bessarabia, and that Germany could then declare war on Poland in Spring 1940, with Poland setting up an appropriate defensive set up and Germany permitted to redeploy forces near Poland immediately before the turn for an invasion of Poland.] Germany agrees to allow garrison of Warsaw and makes a single attack, snuffing Poland. Malta falls to a small invasion. Germany produces a 3o6 using 1940 military production plus the leftover BRP from 1939. Allies concluded from the 3o6 production that a Sea Lion invasion might still be attempted in 1940, and also that a German activation attempt for Czechoslovakia was unlikely because a 4o6 armor presumably would not be available. Germany also generates shipyard expansion, a second oil plant, an AAF, and an Iraqi partisan in vacant Mosul. Italy wins a NAT increase and one NAS to build. German 4o6 armor units begin to come on line. Germany launches BB4 *Bismarck*. Japan fortifies Tientsin and launches BB4 *Tosa*. Japan expands Tokyo shipyard and produces four ENAS (and defers one BRP), a 3x2 and a 1o3, and a second 1n2. Western Allied DP offsets the Axis DP in USAT. Trapped British units hold Jerusalem and east bank of the Canal, but not for long. Supply to Gibraltar fails against some 20 Axis LBA squadrons. Britain cannot dig the partisan from Mosul, so oil to the Middle East must come by sea from the South African reserve. Britain sends units to South Africa. Short of units at this point, Britain leaves Gibraltar without infantry garrison Britain builds a fort in Basra. Russia builds a fort in Bucharest. U.S. make their first Atlantic mobilization; from it they add a shipyard and lay down the last "1939" BB4, *Alabama*.

USAT = 17 (19)

USJT = 6

RGT = 25 (Despite Russian penetration of the Balkans, high tensions mean Poland cannot survive another turn. no matter who kills it.)

BotA = Net modifier +2, two submarines v. two ASW; of 22 transports four are sunk and two aborts. No submarine loss.

Britain loses five BRPs.

Transports: 16 AO, nine IO.

Summer 1940 = Allies announce improvement in ASW technology, +1 for Summer and +2 for Fall. Axis activate a second 1940 DP in USAT. A pile of Axis DPs in Vichy outweighs Allied commitment there, and France joins the Axis war effort. Available French, Italian, and German air factors stage into north Africa. Britain grinds its teeth at its prior turn's election to not garrison Gibraltar. France's Syrian 2x3 cuts off British units in the Levant from their oil and full supply from Iraq, capturing Amman. Axis 4C Med attrition result erases several Commonwealth defenders. Most of the German 3x3 infantry units finish construction. They deploy to guard French beaches and borders with Russia and Poland. During redeployment phase Axis ship troops into Algiers. Britain's Gibraltar TF intercepts under Axis LBA: one Vichy AAF, six Italian AAF, and three Italian NAS. Italian strike TF counter intercepts. The air can attack with four squadrons per hex. Two R-class BB3s and a CA2 suffer damage, and a third BB3, *Revenge*, takes one hit, before the LBA loses its effectiveness. Italian submarine attacks one hex before Interception hex, and scores two more hits to sink *Revenge*. All that remains in the British TF are BB4s *Nelson* and *Rodney* and some light ships to face the undamaged Italian battle fleet. The Royal Navy aborts and retreats home to England, avoiding getting pinned in Gibraltar. Ten German AAF redeploy to Rabat, using a newly-built railhead. The German fleet redeploys along the French coast to Casablanca, from whence it may assist in blockading Gibraltar. More Axis AAF and Italian NAS stage through Algeria into Morocco. Tagging along with them comes an air transport and 1m3. Across their Pact line Russia and Germany give each other the fish eye. Germany

launches BB4 *Tirpitz*. Japan launches its seventh CV3, *Taiho*. Allies place another DP in USAT. Britain attritions ineffectively and sends units to South Africa. Units in South Africa redeploy into Iraq by transport. U.S. mobilize in Atlantic again (#2) and lay down CV3 *Essex*. U.S. Navy deploys to Pearl Harbor.

USAT = 22
USJT = 8
RGT = 30

BotA = Net modifier +2, two submarines v. two ASW; of 22 transports four are sunk and one aborts. No submarine loss.

Britain loses four BRPs. (Allied comment: This was the fourth turn in a row in which the Allied ASW rolls were completely ineffective, with no German subs sunk or even aborted.)

Transports: 17 AO, nine IO.

Fall 1940 = Germany places a DP in USAT, getting one up on Britain (reverse of what happened in 1939). Japanese counter intelligence erases the Russian spy ring in Axis Military research. Axis Counter intelligence likewise removes Allied spies from Air research. Germany makes Czechoslovakia an offer it can't refuse: Join the Reich with all rights as German citizens. On a high die roll Czechoslovakia accepts the deal, and gives Germany ten BRPs of base increase on a final mobilization. [Ed.: Germany tried to also gain a 4o6 armor from this last mobilization. Upon Allied objection Bruce Harper ruled that Germany could not sneak an 'extra' armor into its force pool this way. Germany gains eight BRPs of infantry in place of the 4o6, for a total of four 3x3s and two 1x3s from Czechoslovakia, plus two more AAF.] Axis need make no full offensive this turn; they merely move forward in the Middle East and lock down Gibraltar. Japan launches its eighth CV3, *Amagi*, and mobilizes: a 3o3, some AAF and a few ENAS. Advancing Axis forces capture Cairo and Suez City German LBA in Iraq cut Allied sea supply to Basra. Britain can no longer reinforce southern Iraq. Britain hunkers down in isolated Basra. Russia fortifies Leningrad and defends the Pact line. U.S. make their first Pacific mobilization and lay down CV3 *Intrepid*.

USAT = 25 (24)
USJT = 11
RGT = 36

BotA = Net modifier +1, three submarines v. three ASW; of 22 transports two are sunk and one aborts. Two submarines abort.

Britain loses two BRPs.

Transports: 19 AO, nine IO.

Winter 1940 = Germany declares war against Persia, occupies the Persian oil fields, captures vacant Baghdad and Jerusalem, and gets a 2o6 armor unit next to Tehran, all on another Mediterranean attrition (4C result). Fallschirmjager drop onto vacant Gibraltar. Axis LBA stage to new bases in southern Iraq, to interdict sea supply into Basra. Axis now rule the entire Mediterranean. They move units to northern Iraq and northwest Persia. Air cover over the Channel allows the Kriegsmarine to return to Germany. Italian Navy likes its new base in Gibraltar. Japan launches BB4 *Tsushima*. Russia builds some units along the Persian border, and moves more into Rumania. Ploesti fort contains only two 1x3s at turn end. Russians expect Nazi-Communist peace to continue (no Spring 1941 attack from Germany) so they do not optimize defenses. They do continue shipping oil to Germany. U.S. mobilize in Atlantic, #3. With four mobilizations in 1940 the U.S. economy gets the "1940 supercharge" for the rest of the game. Allies will need it, as adverse modifiers pile up against them in the Atlantic SW box. Britain deems supply to Basra to be prohibitively expensive, against all the Axis AAF and NAS--so the supply run gets no escort and is cut. Remaining Commonwealth units in southern Iraq go on short rations. All of those but the Basra garrison demobilize after combat phase.

USAT = 32 (31) (US really prefer their isolation this game; this turn marks the fifth random roll that reduces effective tensions, against only one that increased tensions.)

USJT = 14
RGT = 43

BotA = Net modifier +2; three submarines v. three ASW; of 22 transports four are sunk and one aborted. Two submarines aborted.

Britain loses four BRPs.

Transports: 17 AO, nine IO.

1941 starting BRP levels:

Germany: 379

Italy: 65

Britain: 163

U.S.: 324

Russia: 243

China: 30

1941

Spring 1941 = Russia tries to plant a spy ring in Axis Military research. Japan uproots the ring using a counter intelligence result. Finland refuses to join the Axis. Axis play a DP in USAT. Given the multiple Axis diplomatic and military triumphs in 1939-40 Czechs figure the German offer is one they can't refuse. Allies offer no DPs in return. A high die roll leads Czechoslovakia to give Germany a "10" result. Germany thereby gains its final mobilization. Germany obtains no armor unit because it already produced its 12th armor unit (a 3o6) in Spring. Germany declares War against Russia. No surprise modifier, but Moscow Center is surprised anyway! German and Balkan units capture Ploesti. Exploiting armor units pass through the Carpathian hexes to cut off Bucharest garrison (two 3x3) and isolate or destroy all Russian units in Rumania. German counter air missions kill some Russian AAF; movement eastward from Poland captures vacant Brest and Lvov. Kriegsmarine DD and 1x3 take Saare island; an airdrop seizes Parnu, into which more German units redeploy (including an armor unit). Germans also capture Riga. German 2o6 armor moves through Tehran to the east map edge south of the Caspian. Italian infantry and armor units follow the German armor's path. Germany produces two railheads (building one in Mosul), a fort, three submarines, and two AAF. Starting this turn, Germany begins constructing three Free Russian Army (Vlassov) infantry factors each turn. Japan launches its second BB4 *Tosa*, produces another 1n2, six ENAS, and a 3x2 and 2x2. Russia, possessing half the Axis total of armor units and less than half the AAF, necessarily withdraws eastward a couple of hex rows to defend the Dniepr line. Russia reacts to the invasion by conducting its own attrition and rebuilding all losses. Britain places a DP in USAT but otherwise can do very little as it has no place to deploy units. U.S. mobilize Atlantic #4, gaining a 5o6, and expanding NAS numbers and the shipyard (eventually to 13 points each!). Britain produces a strategic bomber and an interceptor; more BRPs to generate more of these units defer to 1942. Thinking that the early atomic result speeds up atomic research and production the Allies also assign a RP to start building a uranium plant.

USAT = 41 (43) (Now the US start getting upset and push effective tensions higher rather than lower...)

USJT = 17

RGT = 52 WAR

BotA = Net modifier +3, four submarines v. three ASW; of 24 transports eight are sunk and two abort. No submarine losses.

Britain loses nine BRPs.

Transports: 14 AO, seven IO

Summer 1941 = Axis DP in USAT, and one in Sweden. Germany gets five more BRPs from Sweden, along with hex control. German units press northward into the Caucasus and east toward the Dniepr River line. Germans capture Kiev and Dnepropetrovsk, and "liberate" the Baltic States. Germany builds a railhead in Tehran and launches a BB4 *Moltke*. New German BB4s coming on line go to Bergen to interdict any Murmansk convoys. Allies will try several of these during the game, despite Russia never suffering any serious economic threat. A

couple of Italian 3x3s occupy Gibraltar; the rest of Italy's sizable infantry army moves toward the Caspian (some via the new railhead). Axis capture starving Basra. Germany Russian resistance stiffens, and Russia rebuilds losses. Japan pulls AAF out of Manchukuo; they go south toward Formosa where an airbase counter appears. Japan builds everything that it can. [IIRC] Britain tries to send a Murmansk Convoy; German opposition is too high and the convoy aborts. For the first time the U.S. mobilize in both Atlantic (#5) and Pacific (#3) Theaters. An AVG AAF gets built, joining the two Chinese AAF. These units stay in the Chinese interior. Russia calls part of its Siberian garrison to Europe; a 3o5, two 3x2s and an AAF go to the Urals box. Japan occupies Saigon; the U.S. impose an oil embargo. Japan mobilizes, mostly AAF. **Britain stages a Dieppe-raid-type landing at Cherbourg in Northern France, in the hope of providing a sufficient distraction to relieve some of the Axis pressure on Russia. The landing is successful, but the Axis are able to cut off supply with massive air coverage in Winter 1941 (when the AAF would not be useful in Russia). The British units in France die in Winter 1941, and the Axis retake the empty Allied hexes in Spring 1942. The Axis thereafter secure the beach defenses in France, and the Allies will not return until Spring 1944.** Germany also gains a permanent +1 DP. U.S. mobilize Atlantic #5 and Pacific #2 (more shipbuilding expansion).

USAT = 45 (47)

USJT = 22

BotA = Net modifier +1, four submarines v. six ASW; of 20 transports four are sunk and one aborts. Two submarines abort.

Britain loses ten BRPs.

Transports: 15 AO, five IO

Fall 1941 = Allies achieve an Air Nationality DRM increase. Russia tries to reactivate its spy ring in Axis Military research. Alert Japanese counter intelligence again snuffs the spies. Third Axis DP in USAT. Finland associates with the Axis. Germans push somewhat further forward in Russia, capturing Smolensk and some forest hexes. Germans reach a phase line roughly Leningrad-Smolensk-Dnepropetrovsk-Sea of Azov. A small 2o6 exploiter isolates Baku, temporarily cutting oil shipments to the Urals box. AAF not used in Russia withdraw from that theater and move to France to cut supply. Italian infantry and armor units sidle into Central Asia east of the Caspian, forcing Russia to divert infantry and armor from the main front to the Caspian-Aral line and to the Urals box. Germany launches BB4 *Hindenburg*. Japan deploys multiple TFs and ground and air units to Indochina and the Pacific islands. Japanese elite NAS hit their maximum number for the game: 46, all built and ready for action, 28 operating as CBA and 18 as LBA. Japan receives three oil counters. Britain tries to provide Russia some relief by invading Cherbourg to distract the Axis. British succeed in getting some infantry ashore on one BH counter. U.S. deploy two AAF to Lingayen. WA set up Far East defenses to include the 'extra' ANZAC and Indian units no longer deployable to the Middle East. Britain defends Malaya with Indian and Australian 2x2s in Singapore; British and Indian 1x2s also sit in the hex next to Singapore but no other defenders in Malaya. The clear terrain hexes of Burma each get 1x2s, and an Indian 2x2 occupies the mountain hex next to China. India gets its usual armor and AAF defenders with Indian infantry in Dacca and Imphal. Ceylon is vacant except for the British CA2 and DD. Rabaul and Port Moresby each get an Australian 2x2. Russia keeps rebuilding all its losses, some of which go to the Urals box to deal with the pesky Italians. U.S. mobilize Atlantic #6.

USAT = 48 (47) (Last peaceniks in the U.S. drag feet as the Abyss edge approaches.)

USJT = 27

BotA = Net modifier +3, five submarines v. six ASW; of 20 transports seven are sunk and four abort. A submarine sinks and one aborts.

Britain loses 16 BRPs.

Transports: Nine AO, five IO

Winter 1941 = Brrrr--COLD in Russia. Winter roll is "6". Germans have no Winter preparation. Fortunately they have prepared their unit stacks well (armor units cohabit with minor country or small Axis infantry units), and Russia is in little position to take an offensive. The attrition comes in with the severe 12C/6H, but Germany's losses don't impose too much BRP cost. Germany declares War against the US. Happy Time costs the British

merchant marine but aid and oil continue to flow. German infantry in France does not manage to erase the British foothold in the Cotentin. In Asia Japan declares War against the U.S. and Britain. Japanese TF1 attacks Pearl Harbor with surprise level at 33. Eight CV3s and 24 ENAS accomplish little more than would a 'normal' six-CV3 attack. The somewhat disappointing outcome is due to 1) catching no aircraft carriers in port; concentrating fire upon U.S. light ships (one CA2 and five DDs present, all but two DDs sunk), 3) poor critical hit rolls, and 4) one AAF surviving the first round attack, necessitating a counter-air mission the second round. First strike rolls destroy BB3 *Pennsylvania*, the CA2 and three DD, sink BB3 *Oklahoma* in port, damage three other BB3s. *Nevada* escapes with one hit. Second round costs several ENAS losses--one to the last U.S. AAF--which reveals a +1 Allied Air NDRM increase this turn, three more to air defense. BB3 *Oklahoma* is destroyed, and three damaged BB3s (*Arizona*, *California*, and *Nevada*) are sunk in port but not destroyed. [Ed: But they will stay on the harbor bottom the entire game, so good enough.] That Allied Air NDRM increase costs Japan four more AAF and a ENAS in southeast Asia, fighting the U.S. and British AAF. At turn start a counter-air mission from Formosa destroys one U.S. AAF on Luzon and aborts the second. A CVL patrol in FF13 counters the Dutch AAF with loss of one ENAS. One 1o3 sea transports into Singora and occupies vacant Kuala Lumpur. Japan does not attack the Malaya garrison. Japanese ground attacks from Thailand and Indochina clear all Commonwealth forces from Burma. The two additional BB4s and two CA2s built before war start allow Japan to form an additional invasion TF. A 1n2 with a TF providing SB takes out the Philippine 1x3 at Lingayen. Singleton DDs land four 1x2s at Sandakan and Kuching; these join with the three CVL2 ENAS to capture Brunei at 2.5:1. Elsewhere in southeast Asia Japanese TFs invade all of Palembang, Balikpapan and Batavia (first two with 1n2s and 1x2s, the last with two 1x2s). Dutch fleet sorties and dies, and the DEI surrender. Japan suffers no losses on ground attacks except some infantry on a full exchange against an Indian 2x2 in T15 (a cross river attack, which allows Japan to place a BH counter that proves useful later). Japan attempts an airdrop from northern Indochina onto vacant Mandalay. Two British AAF from Dacca intercept and three Japanese AAF counter. All of these AAF die over three rounds of combat. But the airdrop succeeds. In the Pacific, lone DDs with 1x2s occupy Wake, Kavieng, Tarawa, Guadalcanal and Lae, and land on New Britain. An airbase counter goes to Guadalcanal. During redeployment, inverted TFs move to Batavia and spare infantry to Rangoon. LBA unused during attack redeploy to Kavieng, Guadalcanal and a single ENAS to Tarawa. Japan mobilizes (all large infantry units), rebuilds some NAS, and runs out of BRPs for the year. Total BRPs of Allied losses during Winter 1941 Japanese turn = 90, yielding three Resistance points for Japan. During Allied turn Japan gains no further Allied BRP losses. U.S. submarine changes base from Manila to Australia. Allies can supply none of Singapore, Guam, Port Moresby, the Gilbert Islands, or Solomon Is. U.S. mobilize in both theaters, and start to lay down CVEs. Loss of the three DDs at Pearl Harbor crimps WA redeployments in the South Seas. From the five DDs available for NRs, Pago, Suva and Noumea get ground units. A TF redeploys forward to Noumea without AAF to cover. British and Indian units strongly defend the India-Burma border, with no reserves in the rear. U.S. mobilize every turn from here onward until 1943--this turn, Atlantic #7 and Pacific #3. Against a large Luftwaffe deployment in France, protecting a Kriegsmarine surface interception of sea supply, British units in the Cherbourg go hungry. They surrender at the close of the Allied turn.

USAT = 54 WAR

USJT = 34 (33) WAR

Happy Time.

BotA = Net modifier +5, five submarines v. six ASW; of 21 transports five are sunk and five damaged.

Britain loses 14 BRPs.

Transports: 11 AO, five IO.

High WA dice roll kills a submarine and aborts three more. Very timely...

First set of CVEs deploy to the AO SW box.

BotA = 5 transports sunk, 5 aborted (Happy Time)

1942 starting BRP levels:

Germany: 474
Italy: 65
Britain: 143
U.S.: 600
Russia: 225
China: 30

1942

Spring 1942 = Russian intelligence tries to penetrate German Military research, again. Japanese counter intelligence traps the spies. Russia gets a second Military Breakthrough on a "1" roll (at cost of a 1m3 foregone, whose RP went to boost the Military General roll). This year Finland allies with the Axis. Spain hearkens to Axis proposals of eternal friendship and influence over Gibraltar; Spain Associates with Berlin, boosts the German economy by 20 BRPs, and lets U-Boats operate from Spanish ports. German units reoccupy vacant Allied-controlled Cherbourg. Germany will hereafter receive a permanent +1 annual DP at year start. Axis attrition roll punishes Russia, pushing further east and erasing a dozen Russian (mostly small) ground units. Germany garners a few hexes in the middle of the line. Aside from Russian attrition the sole Axis action involves strategic warfare. Axis produce a third Italian 2o5 armor unit, a Kiel shipbuilding point, and four forts (four forts each year from here on!). The forts begin to strengthen Key Economic Area (Ruhr) and capital defenses (Paris, Brussels) in the West. A prototype advanced submarine leaves the shipyard and shakes down in the AO SW box. Very strong Luftwaffe and Kriegsmarine battle groups in Norway dare the Allies to send Murmansk convoys (they don't). Japan reactivates its offensives in the Pacific and Indian Oceans. A slow-BB TF changes base from Batavia to Rangoon, picks up a 2x2 there and invades Colombo--defended only by the British Far Eastern Fleet (CA2 & DD). Japanese BB3s damage the CA2, which escapes; Jap CA2s sink the DD and Japan captures Colombo. Airdrop from Mandalay captures vacant Calcutta. The small CVL2 TF patrols in the South China Sea, killing the U.S. AAF in Manila at cost of another ENAS. A 1o3, 2o3 and 4o3 armor unit all land at Lingayen; the 2o3 and 4o3 exploit to Manila, capturing it at 3:1 with three AAF flying GS. Two carrier TFs change base from Japan to Truk, then sail via Lae to port-strike the U.S. TF at Noumea. The Battle of the Coral Sea produces a quite unexpected outcome: Japanese expected to find a few cruisers, or perhaps the Pearl Harbor BB3 survivors. Instead they find *six* CV3s in one TF. (Which, Tokyo points out, means that the TF would have to drop at least four CV3s in order to conduct any legal operations at sea.) Combination of an unexpected 18:18 air combat plus a harsh air defense roll allows only five of Japan's 24 ENAS to strike the ships. Five ENAS destroy CV3 *Lexington* and sink CV3 *Yorktown* in harbor. The remaining U.S. ships flee; Japan's patrolling TFs cannot pursue. A second strike destroys the sunken carrier. Japanese lose seven more ENAS--a worthwhile trade, they think, to erase two U.S. flattops. Meantime a small invasion captures Holy Spirit island in the New Hebrides, from which Japan can threaten Noumea and protect the Solomons. Japan scores another Resistance point from Allied losses this turn. More infantry redeploy into Calcutta via Rangoon-based DDs. Japan activates the Indian National Army and builds a partisan. Japan produces five BRPs of infantry (a 3x2 and two 1x2), and five BRPs of air units, deferring all to next year. Japan produces a port and a NAT increase. Two 3x2s redeploy to Singora. Japan fortifies Peking. Commonwealth units in India move to block Japanese access to India's interior. WA generate four strategic bombers and four interceptors from production, three U.S. submarines and the first NAT increase, two ASW counters, four transports, ten BRPs of military production for a 5o6, and a fort. Allies also continue investment in Uranium plants with two more RPs and a third RP starts building a plutonium reactor. Britain fortifies Dacca with the new fort counter. African units redeploy to the India box. Interestingly, no U.S. units reinforce Australia: U.S. forces go to various Pacific islands, including Midway, Dutch Harbor, and the South Pacific. China attritions and sits tight. Russia produces three AAF and a 5o6; a planned 1m3 had to be eliminated in order to reallocate a DP to secure the Military Breakthrough. Russia spends 50 BRPs on rebuilds.

CVEs = six in AO

BotA = Net modifier +5, six submarines v. six ASW; of 26 transports ten are sunk and six damaged. One submarine sinks, two abort.

Britain loses 15 BRPs.

Transports: 10 AO, five IO

First Advanced Submarine deploys to the AO SW box.

Summer 1942 = Russia gains a CTL increase, to level 2. Germany calls upon Turkey to join the German-led European Union. Axis deployed only five DPs, not an all-out commitment. Allies and Russians also pressure Ankara with four Allied and two Russian DPs. Maximum +1 modifier results. Turkey remains aloof, as the Axis rather hoped it would do. Germany attacks in Ukraine, cracking the Russian defenses. Armor exploitation reaches northward past Kharkov (isolated) and eastward towards Rostov and Stalingrad. Offensive by lighter units into the Caucasus Mts. lets an exploiter again cut off Baku from supply. Axis AAF will prevent sea supply to Baku. Obvious German aim is to squeeze the Russian oil capacity. (Ed.: Russia grows so huge that nothing else can possibly slow it.) German garrison in France swarms to Rennes and Caen to block Allied movement into Metropolitan France. Germany produces and builds two submarines, and builds most of its remaining 3x3 infantry. These double the size of the French garrison. Most of the armor units remain in the East and the Caucasus; a couple return to France. Axis want More Armor!

Japan ponders operations against Russia (which has deliberately vacated Vladivostok). The resistance point is needed to offset the losses of resistance points due to lack of control of China. But Japan really does not need yet another opponent, nor another front. Japan attritions rather half-heartedly in India and China. Japan attempts to capture Rabaul and Port Moresby on the cheap, by attritions against the isolated Australian units in those ports (while still conducting limited offensives against WA LBA). Both attritions fail. Japan builds a port at Tamana atoll, reinforces it with a 3x2, fortifies the Gilberts, and builds as many ground and air units as it can. Japan fortifies Calcutta. Not enough Allied casualties across the board to gain a resistance point. WA conduct no operations in the Pacific Theater. Britain cannot supply their forces in Singapore and Malaya. Britain must stretch the Indian Army to block the Japanese foothold in Calcutta while still holding its Burma line to China. In so doing Britain moves one of its 2x2s out of Dacca, leaving only one there. In Europe the Allies concentrate on supplying their toe hold across the Channel (there's nowhere else they can go, and they have no DDs to go there). While the Luftwaffe is busy in Russia the Allies also try bombing runs against the Ruhr. Allied bombers cost Germany 17 BRPs of loss. The bomber strike cost nine U.S. BRPs for the use of the U.S. AAF (and additional BRPs to replace losses to the bombing forces)--the Allies' lone offensive for 1942. Britain and U.S. rebuild their Pacific losses. Various combat units, including a 5o6 armor, deploy to the South Africa box. African units move through the IO to India. U.S. redeploy into the eastern Pacific--including an illegal, non-Marine second ground unit to Midway. Russia attritions in the East, killing a lot of small Axis units and taking a few hexes; they also isolate a German armored spearhead. Russia easily rebuilds all its losses and hardens its defenses in the north. Inexplicably Russia leaves Grozny undefended--apparently thinking that its units in the mountains suffice to block any weak Axis thrust northward. Several Russian infantry units redeploy through Grozny and Maikop, to maintain Russian access to the Crimea and Caucasus. The gains come at a price: Russia spends 81 BRPs on rebuilds. Two U.S. submarines make their first appearance in the Pacific Ocean SW box. China begins bleeding forces into northern Burma to strengthen Allied southeast Asia attritions. The Chinese 3x2s and 1m2s deploy against Japan in that theater.

CVEs = 12 in AO

BotA = Net modifier +3 five regular submarines v. eight ASW; of 28 transports four are sunk and five damaged. One submarine sinks, six abort. Advanced sub kills two transports and aborts one.

Britain loses nine BRPs.

Transports: 16 AO, five IO

Fall 1942 = Allies increase their Naval Nationality DRM, and try to place a spy ring in Axis Naval research. Japanese counter intelligence again blocks the move. But the Allies have gained a fair picture of which Axis projects fall into which categories. On the diplomatic front: As Turkey won't listen to reason then the Axis will try its mortal enemy Greece. Axis activate seven DPs (maximum commitment) in Athens. Allies and Russia didn't invest in Greece. Axis win the roll on a "6"; Greece activates as a German minor ally. Greece cancels the economic interest the Allies have enjoyed since 1938; henceforth Greek drachmas go to Berlin. Greek units come under Axis command and make themselves useful. In Ukraine and Caucasus the Germans press eastward and northward as strongly as they can, looking to link up--time runs short. Axis capture Grozny, Rostov, Baku and Maikop, and try to cut off several Russian front line stacks along the Upper Don River. Italian 2o5s operate as blocking forces in the Caucasus, while their infantry brethren maintain pressure against the Urals box. German armor with minor country infantry units capture isolated Kharkov. Germans also isolate Sevastopol, but cannot quite capture it, nor connect their forces in Ukraine with those in the Caucasus. German effort against Russia appears to be peaking,

while Russian economic power continues to swell. Axis manage to build all of their unbuilt units for the first time in the game--including over a dozen German AAF. Some German air units redeploy to France to make the Allies fight for supply to Cherbourg, and to prevent further annoyance in the Ruhr. The AAF builds defend Germany against Allied bombers.

Japan wonders--has it too reached maximum conquest perimeter? Japan first decides to launch a Midway operation, to draw out the U.S. Navy before it becomes very strong within the next two or three turns. In planning, the Japanese expect to see the singleton replacement that previously garrisoned Midway--it's still there, but now joined by an illegal reinforcing infantry unit. Japan allows the U.S. to swap the extra infantry factor with a 1n2 Marine unit from Pearl Harbor (which was available during the prior U.S. turn). Midway no longer offers itself as temptingly weak. So Japan now considers a move against Pago Pago, defended by a single ground factor. Two Japanese CV3 TFs patrol (on the way, killing some LBA NAS in various islands) and an invasion TF goes for Pago carrying a 3x2 infantry unit (only unit available). Inevitably the U.S. manage to draw and play two Strategic Magic cards. Americans intercept with their two carrier TFs. Japan plays a Tactical card; the U.S. counter it with their own. In first-round search rolls all carrier TFs go undetected, but the U.S. find the Japanese invasion force. Twelve NAS make a surprise air strike; they sink four of the seven DD in the TF--enough to reduce the DD carrying capacity and prevent the landing at Pago. The U.S. TFs then withdraw, leaving Japan with nothing to do but go home. As cold comfort Japan captures both Port Moresby and Rabaul with no losses. Japan also attacks and captures fortified Dacca on a 12:6 2:1 attack (Dacca defense was only one 2x2), and attritions in China and southeast Asia. Japan gets a good attrition roll in Malaya, killing both of the 1x2s protecting the approaches to Singapore. Japan fortifies the Solomon Islands. No resistance point this turn--not enough Allied casualties. Japanese 3x2s, a 1m3 and LBA redeploy through Singora to deal with Singapore next turn. Western Allies manage to resupply their BH in France, but can do nothing to break out of their Cotentin box. German occupation of the Caucasus oil centers and blocking Murmansk pays off: the Russians receive only a counter from Urals and one from across the [Alaska Highway](#) and Siberia. Russia presses against the Germans across the Don and northern Caucasus, pushing them back by large attrition operations. Russia has plenty of units for offensives, but lacks oil to fuel AAF operations and armor exploitation. Russia has no problem rebuilding all losses, spending 48 BRPs. China attacks and captures a hex of Indochina. U.S. units redeploy from South Africa to India; African units march onto the map in India to reinforce the Indians blocking Japanese advance out of Calcutta. More British and U.S. heavy units come to the India box, along with a British TF. Thanks to a low roll U.S. submarines don't accomplish much this turn.

CVEs = 12 in AO

BotA = Net modifier +1, six regular submarines v. eight ASW; two transports are sunk and three abort. One submarine sinks, five abort. Advanced submarine sinks one transport and aborts one.

Britain loses two BRPs.

Transports: 23 AO, five in IO

Winter 1942 = Axis forgot to roll for the two DPs they placed in Sweden. So Sweden stays neutral and unbothered. Jim (unlike Adolf) orders his Axis forces to withdraw from over extended positions in east Ukraine and north Caucasus. Axis set up to absorb the Winter attrition with small infantry units (mostly minors), with several Ukrainian rivers in between the Axis and Russian forces. Germany rebuilds all losses. Germany ends the year with all of its forces built and a Reichsbank account healthy enough to allow 76 BRPs of growth. Japan sits quietly, making no offensive moves. Japan manages to resupply its Pacific islands--even the exposed New Hebrides. Japan attritions--and another high roll erases both of the isolated Commonwealth units defending Singapore. Singapore now stands vacant. Japan has very little money to spend, but makes sure that its transport fleet is fully rebuilt. Japan fortifies Dacca, and keeps feeding into the Indian maelstrom every ground unit the War Ministry can spare. Allies also do next to nothing this turn, except redeploy units into India, the eastern Pacific, and Britain. Russia conducts its Winter attrition, which the well dug in Axis absorb. Russia recovers Maikop and Grozny, and pushes southward towards Baku and Krasnovodsk. An airborne unit and air transport deploy to the Urals box. U.S. submarines roll high this turn, sinking several Japanese transports--harbinger of worse to come. Unlike the first three turns of the year, Russia needs to build nothing at all, and ends year with 75 BRPs.

CVEs = 12 in AO

BotA = Net modifier -1, seven regular submarines v. eight ASW; only one transport is sunk and one damaged. One submarine sinks, six abort. Advanced submarine sinks one transport and aborts one.

Britain loses NO BRPs.

Transports: 26 AO, five IO

Allied note: This was the high water mark for the Allies in the BotA, before the effect of the Advanced Subs kicked in and started the take a serious toll on the Allies.

1943 starting BRP levels:

Germany: 601

Italy: 66

Britain: 128

U.S.: 900

Russia: 282

China: 30

1943

Spring 1943 = Allies add Ultra and Magic cards to the decks. Both Russia and the Western Allies attempt to activate Spy Rings in Axis Research; Axis and Japan again break the rings with Counter Intelligence. Allies improve their torpedo technology and gain their CTL increase--but the CTL roll is "1", necessitating rolling over of two RPs from other projects. The Allies express irritation at Japanese CI capability, and willingness to use it in Europe to block the Allied double teaming of Germany. Flush with Reichmarks, RPs and DP, Germany plans for The Long Stall. Axis RPs concentrate upon generating the Wunderwaffen already well begun during Gathering Storm. Axis DPs pile into Germany's allies, associates, and possibly dangerous opponents: Spain, Vichy France, Turkey and Sweden, intending to keep them pro-Axis or at least anti-Allied. Allies do the same. Backed by Russian and U.S. guarantees and upset by Greek presence in the Axis ranks, Turkey again tells Berlin to pound sand. [Allies: Keeping Turkey neutral was about the only Allied diplomatic success in the game.] Axis powers make a handful of attacks to suppress partisans but otherwise conduct attrition, stay quiet and save BRPs. Axis end the turn with units along a line Kharkov-Smolensk-Baltic, roughly parallel to the Dniepr River. It's only Spring 1943, and this is a "1944" position; Germany must hold. [Allied comment: Other aspects of the Axis position were considerably better than the historical situation, including the entire Axis military being fully built and on the board (except for Rumania), and full Axis control of the Mediterranean.] Germany produces five interceptors, two regular and three advanced submarines, a SBP at Kiel, a 5o6 armor unit, winter preparation, and four forts. Most of these units get built right away, along with 22 BRPs of dead infantry units from the Winter attrition losses. Fortress Konigsberg is upgraded and activated. Japan supplies the New Hebrides garrison without Allied interference. Japan sea transports a pair of 3x2s to Calcutta, occupies empty Singapore, and continues trying to press westward into India before that mass of Allied units hits the line. Japan produces ten BRPs of infantry (three 3x2s and a 1x2), AAF, a NAT increase, and five BRPs of air (which combine with stored 1942 air production to generate three AAF and one NAS). Japan generates two ASW counters--and faces the daunting decision: build the ASW and forever lose prospect of rebuilding 1942's lost transports? or rebuild the transports and face more and heavier transport losses in the U.S. turn. Japan builds the two ASW counters. Japan fortifies Calcutta. And not a moment too soon: A vast army of heavy Allied units, including 3x2s, a U.S. 5o6, and AAF, mount a 1:1 attack against Calcutta (with DMs, defending at 24). Demoralization sweeps London and Washington as the daring attack blows out on a "2" roll. [Ed: Game records don't show if the attack actually went in at 1.5:1 odds, allowing for a second attack; potential existed for horrendous Allied losses even if it would work.] As part of the loss carnage U.S. eliminate the 5o6, in order to return it to Europe. Japan definitely gains a resistance point this turn. Despite having new CTL2 the WA do not attempt a second round. U.S. submarines continue their onslaught in the PO SW box, although this turn Japan gets a bit of a breather, thanks to a good defensive ASW roll from the new ASW counters.

China attacks into southeast Asia and captures Haiphong/Hanoi. Southeast Asia front proves to be the most active Allied front for 1943: almost every turn in 1943 sees full offensives by both U.S. and Britain in SEA. (Winter may have been fairly quiet.) Russia takes a Spring full offensive. A Russian airborne unit and air transport move out of the Urals box onto the map at Krasnovodsk, and airdrops onto vacant Baku. Changing hands yet again, Baku suffers placement of another damage marker. The more fighting over the oil centers, the less damage Russia can do! Russia presses southward into the Caucasus mountains, and recaptures Kharkov and Dnepropetrovsk. Russia produces a 5o6, three AAF and an air transport. Allies produce more interceptors and Euro-bombers, a pair of air

transports, two U.S. submarines, three ASW, a U.S. NAT increase, 15 BRPs of Military production (say hello to yet another 5o6), and a 1n2 Marine. Another Marine and a Winter Preparation result go by the board due to need to reallocate RPs to achieve CTL increase. More U.S. fleet submarines enter the PO SW box during 1943.

CVEs = 12 in AO

[Ed. A major German SW error occurs this turn, to somewhat balance the over-eager Allied atomic program. Germany rolls for advanced submarines, and gains four. Germany already has one deployed, and builds three--forgetting that they are to enter play one per turn. Production, construction and deployment of three Advanced Subs was dutifully announced by the Axis—the European Allied player overlooked this rule as well.] Germany should have built only one advanced submarine, not all three, and kept additional regular submarines on duty for Summer and Fall. Submarine numbers in Summer and Fall are NOT adjusted to remove losses attributable to extra two and one Advanced Submarines for those turns.

BotA = Net modifier +1 (the last positive modifier for Germany), eight regular submarines v. eight ASW; five transports sink and five abort. One submarine sinks, four abort. Advanced submarine sinks one transport and aborts two.

Britain loses eight BRPs.

Transports: 17 AO, five IO

Second advanced submarine legally deployed (and two more illegally).

[Allied comment: these four Advanced Subs caused catastrophic Allied transport losses beginning in Summer 1943.]

Summer 1943 = Axis improve their Air NDRM to +4; Allies gain a third Air Range result. Germany calls Sweden with a decent modifier but cannot quite persuade the Swedes to throw in with the New Order. Sweden prefers to remain aloof, although the 1941 hex control result remains in effect. Germany makes some offensives in the East to deal with Russian penetrations, and recaptures Baku (keeping the oil burning). Thirty-some German AAF attack Allied AAF based in Britain, to minimize the total air force available for any possible Allied Summer invasion. [Allied comment: Smart move by Germany, given its comfortable BRP situation; I should have been more careful with the Allied AAF placement to not allow it.] Germany retreats from the northern Baltic States and pulls back behind the Dniepr River. Axis rebuild all losses (mostly German air and submarines). Germans fortify Warsaw. Japan tries to keep the Allies off balance in India by air dropping from Ceylon to capture Madras, and open a second front in South India. During redeployment Japan brings in additional infantry. Japan also reinforces Calcutta with a 1x2 that takes one vacant hex next door. Against all the Allied infantry units Japan lacks room to maneuver west of the Ganges. Japan does manage to cut off Allied units in Assam, by building partisans in Nepal. Every turn Japan rebuilds all the transports that it can (but the total available trends downward). Japan fortifies Port Moresby. (Which, to its surprise, it still supplies; the Allies do not use Australia as an attack base.) Japan calculates that its efforts in India have culminated, and leaves the 3x2s in Calcutta to their fate. Meanwhile the Japanese Navy bases forward at Rabaul and its Tamana port. From these bases the IJN hinders any westward push by the ever-growing U.S. Navy. Which, this turn, does not sortie. The Pacific remains quiet--on the surface. Underwater, the U.S. submarines jump on Japanese transports like sharks on chum. Japan begins to suffer BRP losses from transport shortages. Except for more counter-air missions and attacks in India, the Western Allies lie quiet and build their forces. Russia again smashes westward and southward, burning up whatever oil it can generate and the WA send via Siberia. Russians make some gains against the Axis along the Dniepr, getting adjacent to Kiev and Riga. But the tight oil supply continues to chain an otherwise-quite-powerful Russia. Germany has not fortified France's beaches, but does defend each one with double-stacked 3x3s, backed by more 3x3s and armor units. Lacking sufficient destroyers and AAF the Allies can mount no invasion of Europe. The U.S. do attempt a westward drive in the Pacific: at long last they liberate the New Hebrides islands and kick Japan out of the Aleutians. But Japan maintains its dominance of the Marshall, Gilbert, Solomon and Bismarck Islands. In India the Allies counter Japanese LBA and move units from the box onto the board, surrounding Japan's foothold in Madras and recovering Calcutta. China continues to annoy Japan in Burma and Tonkin. Allied attacks remove several other Japanese units, including the partisans in the Himalayas.

CVEs = 18 in AO

BotA = Net modifier -1, six regular submarines v. 11 ASW; one transport sinks and two suffer damage. Two submarines lost, three abort.

Advanced submarines kill six transports and abort eight. (Ed.: To adjust to a correct two AS: these transport losses probably should be three sunk and four aborted.)

Britain loses nine BRPs.
Transports: 16 AO, five IO
Third Advanced Submarine deployed legally (one remains illegal).

Fall 1943 = Axis research Air Defenses and gain their 3d result on a lucky "6" roll set. "Allied Bombers? Vat Allied Bombers? Skies are clear." Axis withdraw further westward into Poland but otherwise hold firm around Europe, reinforcing Algeria and the Baltic-Black Sea defense line. Brest Litovsk fortress reactivates. German armor with German and Free Russian infantry form an iron wall from East Prussia southeast through the Pripet to Rumania and the Black Sea. Only Russia possesses any ability to press the Axis hard, and oil constraints limit their capabilities. Axis conduct another fighter sweep against England and continue the usual partisan suppression, but otherwise do nothing. Germany produces a Winter Preparation result, which joins four generated by action during the two prior winters. Japan recognizes that its aims in India will not be achieved. Japan withdraws from Madras while it can--Allied AAF now outnumber the Japanese defending AAF. Japan works to stiffen defenses along the Dacca-Tibet Line east of the Ganges. Japan does finish cutting off eastern India with ground units (in place of the unreliable and weak Indian National partisans). Japan does nothing in the Pacific, other than (with anxiety) monitor its shrinking transport fleet numbers, and build what it can. Japan fortifies Colombo and pulls all AAF back to Rangoon, out of Allied counter air range. Allies consider that a cross-Channel invasion of northern France will not happen in 1943; nor does bombing the Ruhr appeal, against multiple German interceptors, forts and heavy air defense. So the Allies move south, to Morocco. No significant Axis forces defend that colony, and Gibraltar's only LBA are Italian NAS. The Italian Navy in Gibraltar sits in port and does not intervene. Allied forces land in Morocco, kill the Italian infantry defending Casablanca, and exploit to capture Rabat from the French. Allies have liberated their first minor country on the Europe map, yay! Russia moves southward across the Caucasus mountains, chasing the now retreating Italian and German infantry and light armor units. Russia passes on a full offensive this turn, though it captures Kiev and occupies vacant Dnepropetrovsk and Riga, thus re-enslaving to Communism the Baltic States and Ukraine. Russia removes damage marker to restore Baku oil production. Russia continues to carefully ration un-inversion of its air factors oil remains scarce.

CVEs = 24 in AO

BotA = Net modifier -1, seven regular submarines v. 11 ASW; one transport sinks and four abort. Two submarines sink, eight abort.

Advanced submarines kill six transports and abort eight. [Ed.: To adjust for only three AS, these losses probably should be four sunk and six aborted.]

Britain loses 11 BRPs.

Transports: 14 AO, five IO

Fourth Advanced submarine deployed legally.

[Allied comment: My best assessment is that correcting the advanced subs still would not have changed Spring 1944 as the date of Operation Overlord. Operation Torch also still probably would have been undertaken in Fall 1943, but would have been able to have been more fully reinforced. Fewer destroyers would have needed to be transferred from the Pacific to the Atlantic in Fall-Winter 1943 for Operation Overlord.]

Winter 1943 = Research roll generates improved Allied Air Defenses (2d result). Axis send some Italian and French units to Oran, to move into Morocco. Germany fortifies one of its KEAs (either Breslau or Berlin). With German conquest leverage beginning to ebb, Germany will actually lose BRP base--so Berlin ships 218 useless BRPs to Rome. Germany urges Japan to deal with Russia, which has left Eastern Siberia vacant for so long. Japan can permanently end the U.S. supply of oil counters through Siberia--thereby choking Russian operations in Europe. Japan decides that Vladivostok may be cheaply seized and held into 1945, so declares War against Russia. (Had Vladivostok been defended Japan might not have started the Second Russo-Japanese War.) Winter reduces the effectiveness of the Japanese attrition in Mongolia, but by capturing vacant hexes up to a Russian line in eastern Mongolia Japan still gains a decent position. A 1o3 armor unit from north Manchukuo takes two of the three hexes between Manchu and the map edge. So come Spring the Maritime Provinces will be cut off and fall to Japan. But Japan's shrinking oil imports will prevent what could otherwise be a Glorious Victory for the Emperor. Japan redeploys its 1m2 airborne unit from India to Paramushiru (brrr, what a climate change) and its air transport to Japan. Russia mounts an offensive in Poland but accomplishes little against double stacked Axis defensive lines backed by AAF. Russian forces reach the borders of Iran--where Italian units now enjoy their full

potential on defense. Allies attrition Japan in India this turn, building up strength for further assaults in 1944. Russia and China also attrition Japan.

CVEs = 24 in AO

BotA = Net modifier 0, eight regular submarines v. 11 ASW; two transports sink and five aborts. One submarine sinks, six abort (WA ASW roll was low).

Advanced submarines sink six transports and abort eight.

Britain loses 12 BRPs.

Transports: 13 AO, five IO

1944 starting BRP levels:

Germany: 556

Italy: 105

Britain: 128

U.S.: 1075

Russia: 440

China: 30

1944

Spring 1944 = Germany's rocket and jet propulsion programs pay off, with "10" results. Germany gets to place a rocket base for combat. Japan announces a spy ring in Allied atomics. As expected, half a dozen projects are identified. [I had remembered this as happening in Winter 1943 but may be wrong on that.] But to some Axis consternation, most of them had already been rolled in 1943. As will shortly be revealed, the Allies get one atomic bomb. Germany gains another Air Nationality modifier increase. Japan also gains an Air Nationality DRM increase, to +3 (but too late to profit from it). Russian spies don't quit; they try again against Axis research, and Axis counter intelligence eliminates them. No Diplomacy (at least none recorded). Germany places a ballistic missile base in Finland and bombards Leningrad, costing Russia 5 BRPs. Germany produces a 5o6 armor unit, five more interceptors, four forts, and another jet counter. Most of the Luftwaffe bases in central Germany-- "No bombers will get through, or you can call me Meyer!" Italy generates its fourth 2o5 armor unit, which goes to the Iraq/Iran theater to join the bulk of the Italian Army blocking Russian access to Middle East oil. Japanese armor units break into central Mongolia, pressing toward Irkutsk to keep Russia off balance. The 1o3 north of Manchukuo reaches the map edge, cutting off eastern Siberia from supply. Japanese 1m2 airdrops from a new airbase at Paramushiru onto Petropavlovsk. IJN intercepts the fleeing Russian Navy with a full TF made up of Japan's slow BBs, which sink the Russian Pacific Fleet and generate another resistance point. With U.S. bombers just entering serious range of Japan, Japan produces three interceptors; also a NAT increase and two more ASW counters. Western Allies make an effort to bomb Berlin, with perhaps 50% chance of success-- and at least one of the bombers carries an atomic weapon! But the workhorse German AAF, interceptors, and air defenses collectively turn back all the bombers. Aided by high Air NDRM and Air Defense levels, plus a new jet counter, the Germans shoot down ten U.S. interceptors and bombers. The nuke attack fails. Meanwhile, hoping the Germans are distracted by bomber attack on the Fatherland, the Allies marshal 40 destroyers (including most of the U.S. DD generated in the Pacific-- which explains why the US have made so little progress in that Other Theater). These DD will carry several 5o6s. Two of them invade Calais beach at 3:1 odds, assisted by most of the Allied battle fleets and AAF for shore bombardment and ground support. (Remaining DD hope to redeploy more 5o6s to a captured port.) Defenders brace with a pair of 3x3 (no fortifications). Italian navy intercepts the invasion, drawing off some Allied AAS and causing losses (to both sides). U.S. attack rolls "1". In order to keep both 5o6s alive in the Full Exchange the Allies erase 25 AAF and a CA2. [Allied comment: Ouch! We should have used our atomic bomb on this attack, since we could not hold it until Summer 1944.] The extra 5o6 triggers the first Allied atomic bomb to overrun an Italian 2o5 and German 1x3 defending Antwerp. [Ed: Tactical use of nukes on exploitation is illegal under rule 43.421. But neither European player caught this error when made.] Exploitation airborne drop captures vacant Rotterdam. No redeployments are possible as German naval units will intercept the redeployment to Rotterdam, and the spent Allied air and naval units cannot counter intercept. Allies produce: 20 BRPs each of Air production, Europe bombers, and Pacific bombers; also three ASW counters, four transports, two U.S. NAT increases. With the Allies

in control of the Calais beachhead and ports at Antwerp and Rotterdam, the Allies are ashore for good notwithstanding the likely failed redeployment. Allied forces in India recapture Dacca. U.S. Pacific Fleet (by now quite huge) goes on the offense, attacking into the Gilbert Islands and counter airing the LBA on Tamana airbase.

CVEs = 24 in AO

BotA = Net modifier 0, nine regular submarines v. 11 ASW; one transport sinks and six abort. Two submarine losses, eight aborts. Advanced submarines kill six transports and abort six.

Britain loses nine BRPs.

Transports: 16 AO, five IO

Summer 1944 = Germany will recapture Rotterdam from its lonely airborne defenders; Market Garden will not succeed. [Allied comment: I presumed that Germany will recover Rotterdam this turn, to keep the Allies at maximum distance from Germany.] Germany's military planners identify a seam in Russian deployments in Eastern Poland. Germany sets up a great counter offensive in the East. The Navy will land a force at Parnu, including an armor unit for ZoC to cut supply through the Baltic States. Army Group Center will smash a hole in the Russian line. From there exploiters can roll freely behind Russian lines. Germany hopes to isolate the entire north wing of the Russian Army, which contains the bulk of Russia's armored units, while pinning the Russian center. Unfortunately...Game runs out of time to play before Operation Teutonic Bagration comes to fruition. With bitter regret and oil income fast trending downward, Japan commences withdrawal from Mongolia. (Irkutsk was SO close...) Japan also begins pulling units from Southeast Asia. All large infantry must come home to Japan before eventual loss of all oil prevents transports from sailing.

Allied after action review:

(By Bob): I think I assess my position as achieving no better than a draw, even with the correction for advanced subs. Germany's entire force pool was built and on the board. I know Jim was going to make me earn every hex! To end the game the Allies would have to take Rome as well as Berlin; the Allies may not use strategic atomic bombs against Italian cities. Had we not run out of time I would have held back first use of the atomic bomb until Summer 1944, when the Allies would have had additional strategic bombers and interceptors, and AAF in Calais and Antwerp. Not actually getting the Bomb until Summer 1944 would not have changed much, although subsequent bombs would be delayed. With more destroyers and transports, it might be that the Allies could have landed in France in Fall 1943. But I am not sure about that. Landing still would have been difficult on account of the solid Axis defense. More likely I'd have sent additional forces to Morocco to secure Operation Torch. But then the Axis might have written off North Africa, and sent additional forces to France! For every action there is a reaction! I think the net result of the advanced submarine correction is that the Allies would not have needed to borrow Pacific destroyers in Fall and Winter 1943 for the Spring invasion, but could have left them in the Pacific theater. In the Pacific atom bombs could have threatened Japan, and also Japanese fleet concentrations. I assume that Dave would have pulled AAF back to the Home Islands to defend against strategic attack. Another Bomb would come available in Summer. The later game would have been weird, with all of those atomic bombs. I'm glad the rules have been changed on that--although by my calculations the new rules would have allowed atomic bombs starting in Fall 1944, assuming the same research die rolls.

(By Steve): I haven't seen anyone attempt to adjudicate the game, other than that Dave was likely to win in the Pacific. Congrats again Dave. You got me fair and square.

Postwar International Atomic Energy Agency revelations:

(By Bob):

The Allies achieved a "9" result for Uranium Separation in Summer 1943 and a "10" result for Plutonium Production in Fall 1943. The Allies rolled for Uranium Separation again in Spring 1944, but with a "2" roll did not improve the result. We were scheduled to roll again for Plutonium Production; a "2" or better would have achieved a maximum "11" result. The Allies had one plant of each type in 1943, and would have two as of Spring 1944.

Assuming no further improvement in the Uranium Separation result in 1945, and a maximum "11" result for Plutonium Production in Summer 1944, I calculate the following atomic bombs:

Uranium, plant #1: bombs in Winter 1943 (I had miscalculated that it was not ready until Spring 1944), Winter 1944, and Winter 1945.

Uranium, plant #2: bombs in Fall 1944 and Fall 1945.

Plutonium, plant #1: Tested in Winter 1943. Bombs in Summer 1944, Winter 1944, Summer 1945, and Winter 1945.

Plutonium , plant #2: Bombs in Summer 1944, Winter 1944, Summer 1945, and Winter 1945.

Putting this all together, the Allies would have the following atomic bombs:

Winter 1943 (used in Spring 1944): 1

Summer 1944: 2

Fall 1944: 1

Winter 1944: 3

Spring 1945: 0

Summer 1945: 2

Fall 1945: 1

Winter 1945: 3.

The Allies would have 7 bombs by the end of 1944, with two more by Summer 1945. That's a lot of atomic bombs! Bombs arriving after Summer 1945 should be discounted, as the Allies would already need to have won by Summer 1945 in Europe/Fall 1945 in the Pacific for a tie. The Allies possibly could have more with additional uranium and plutonium plants in 1945, and improved Uranium Separation and Plutonium Production research rolls.