

WIFCON 2012 Hofgeismar

TABLE 1

Report by Stefan

Note: As I played the USA, and US operations in Europe were carried out also by Thomas (my CW partner), this report may be biased a little bit on the Pacific theatre, especially in the turns after the USA has entered total war. Furthermore, sometimes my hand-written records lack some more detailed information, which I therefore cannot recall.

Players

Germany: Vincent

Japan/Italy: Michael

USSR: Arlid

CW: Thomas

USA: Stefan

No bidding; mutual agreement on Major Powers

Options chosen (RaW 8.51):

Scandinavia Map, SiF, PiF, Divs, Combat eng only, Artillery, All aircraft abilities, Limited overseas supply, Limited access across straits, HQ supply and support, Supply units, Presence of the enemy, SCS transport, Air sea search, Screening, V-WEAP & A-bombs, Fractional odds, 2D10, Spotting, Saving and spending oil and BPs, Building and destroying facilities (but no units and roads from Fif), Factory and oil destruction, Minimum impulses, Isolated reorganisation, Building foreign aircraft, Building ahead, Gearing limits, USSR-Japan compulsory peace, Bounce combat, CVP units, Pilots, Flying bombs, Kamikazes, Offensive pts., Frogmen, GBA, Siberians, Territorials, CBV, NSU, Warlords, Transport defence

Table Rule Option for US ENTRY: “medium choice” (for getting/losing 1 Entry Chit: pick 3, and take then the medium)

Options not chosen:

Africa Map, CoiF, CliF, FiF, Asian and surprised ZOC, Winterised mvmt., Dynamic naval mvmt., Rough seas, Hidden task forces, Mass fleet search, Railway movement bonus, Variable reorganisation cost, Disbanding units, Rail destruction, Cadre, Intelligence, En-route aircraft intercept., Transproting oversize CVP on CV, Two small CVPs sharing a CV, CVPiF, Ukraine, Heavy weapon units, Air CAV, Partisan HQs

US-Entry, options (#, turn played):

“Edward R. Murrow” ... (#14, S/O 1939), Resources to China (#9, N/D 1939), Intern French CV (#4, N/D 1939), Gift of destroyers (#16, J/F 1941), Embargo Strategic Materials (#13, J/F 1941), Freeze Assets (#23, M/A 1941), Relocate fleet ... (#26, M/J 1941), Gear-up (#22, J/A 1941), Oil embargo (#31, S/O 1941), “Truman” ... ((#12, S/O 1941), War Appropriation Bill (#34, N/D 1941), **DoW Japan on USA** (J/F 1942), Greenland & Iceland (#7, J/F 1942); **DoW USA on GE/IT** (M/A 1942)

TURN by TURN

S/O 1939: 6 impulses, weather rolls 4, 9, 2, Initiative Axis

Europe: Germany DoWs Poland (+2 chits US-Entry), but can only take Posen in the turn (all attacking units fd there), rolls later (impulse #3) a net "14" on Warszaw.

In impulse #2, a surprise port attack (DoW on GE: -1 chit) on Stettin sinks the Scharnhorst and damages 3 CP.

USSR controls East Poland in impulse #4 (-1 chit).

In impulse #5, Germany DoWs the Netherlands (no chit) and takes Amsterdam with a net "24".

Asia/Pacific: In China, Japan takes Chengchow (no chit) after a successful ground strike (flipping one of two units).

End of turn: No partisans (roll 3); US entry option #14 (tension chit)

N/D 1939: 8 impulses, wheather rolls 2, 5, 6, 6, Initiative Axis

Europe: GE takes Lodz (imp. #1),

USSR claims Bessarabia, Germany accepts and allows Hungary and Bulgaria their claims (imp. #2/3), CW strategic bombing on GE (-1 PP)

GE takes Warszaw (imp. #3);

Asia/Pacific: JA takes Asian hex 0534 (+8, end result 27; imp. #1), and brings troops to South China (imp. #3)

All maps: Other impulses nothing special (just moving)

End of turn: No partisans (roll 7); US entry options #9 (no tension chit), #4 (tension chit)

J/F 1940: 5 impulses, wheather rolls 8, 12, 12, Initiative Allies, Axis go first

All maps: Nothing special (moving, moving ...); Japan closes Burma road (no chit)

End of turn: 2 Partisans in China (roll 9); no US entry options

M/A 1940: 7 impulses, wheather rolls 8, 8, 4, 6, Initiative Allies, Axis now on a +1

Europe: In impulse #2, Germany DoWs Belgium (+1 chit); a PARA can land in Brussels for free, Liege is conquered automatically by too strong German hordes. In impulse #3, a German FTR is shot down in an air-to-air combat over Belgium.

Asia/Pacific: In impulse #2, Japan tries to conquer Sian on a +7.7 assault, but only reaches a result of +17 (1/1). Also the forest hex in A0531 is held by the Chinese defenders (result 13 or -/-). In impulse #6, Japan destroys 1 Chinese PP by strategic bombing.

The other impulses in the turn: only moving

End of turn: 1 Partisan in India (roll 1); no US entry options

M/J 1940:

7 impulses; wheather rolls 7, 6, 5, 9; Initiative Axis, after demanding reroll, Axis now on a +1

Europe: In impulse #1 Germany is playing an air action, 2 German LND3 are shot down (but pilots survive), the rest of the German bombers flip 3 out of 6 defenders. In impulse #3 Germany loses a FTR2 (pilot survives), but shoots down a French FTR2 including pilot, and carries out a successful Blitz-attack in Belgium.

In impulse #4, CW and France DoW Italy (-1 chit). A port attack on La Spezia with 8 surprise points sinks a TRS and 3 CP, and damages 1 CA, although 1 CW CVP with pilot is shot down

by AA. Strategic bombing on German factory has no effect, as well a ground strikes on German troops. A CW inf is invading Sardinia.

In impulse #5, Germany gets another successful blith attack in Belgium, as well as in Impulse #7 (first hex in France).

Asia/Pacific: In China, Japan attacks Sian (result 18) (impulse #1), a last Chinese INF holds the city, but it is fd. In impulse #3, Japan reorganises Yamamoto with 6 Offensive Points. Later (impulse #5) Japan conquers Sian (+4.8 A, result 20) (+1 chit). In impulse #6, China sacrifices the desert hex A 0638, because Mao is fd and alone. Subsequently, Japan takes forest hex A 0521 on a +8A (result 21).

End of turn: No Partisans (roll 9); no US entry options

J/A 1940:

10 impulses; wheather rolls 2, 4, 6, 1, 6; Initiative Axis, after demanding reroll, Allies now on a +1

Europe: In impulse #1, Germany is playing an air action, Italy a naval action: An Italian FROG, previously railed to Bremen, only damages the Queens in Plymouth (7 surprise points on 9 ships; 1X/1D/-). German bombers flip 6 out of 8 units in France (2 of them French HQs), although one German AC is shot down. In impulse #2, France carries out a ground strike on German troops, but without effect.

Germany blitzes (+11.7) with a result of 24, killing 2 French units, in impulse #3, and annihilates another 3 corps and 1 div in impulse #5 (2 attacks).

In impulse #4, the USSR controls the Baltic States (-1 chit).

CW flips HQ-A Rundstedt in impulse #6, and controls Sardinia completely.

In impulse #7, a naval battle in the Western Med occurs: Italy loses 1 FTR2 with pilot, while CW loses 2 CP and 1 CA.

In impulse #9, Germany carries out 3 attacks in France, killing 4 French units, so that Germany occupies 2 hexes around Paris. The Allies pass globally in impulse #8 and #10.

Asia/Pacific: Japan attacks mountain hex in North China (A0637) on a +6.1 assault, result is only 10 (1/-) (impulse #1). In impulse #2, China closes the front holes, and in impulse #4, the Kunming MIL attacks on a -10; it is obviously destroyed, so it can be built to arrive as reinforcement next turn in a foreseen outflanked Kunming. All other impulses are used for moving.

End of turn: 1 Partisan in India (roll 1); no US entry options

S/O 1940:

11 impulses; wheather rolls 4, 2, 4, 3, 8, 5; Initiative Allies, Allies now on a +1

Europe: In impulse #1, CW loses a FTR in a ground strike mission in France, but flips an AT division. A CW CP is killed in impulse #2, but 1 German SUB is sunk, another one damaged. German bombers flip all defenders in Paris. Again, CW loses aircraft in ground strike mission in France (impulse #3): 1 FTR2, 1 LND3, 1 pilot.

In impulse #4, Germany attacks Paris (12.6 assault, result 23), and Lille (9.6 assault, result 26), killing French troops (3 units in Paris) and a lonely CW INFwp (in Lille). Further attacks are carried out in impulse #6: Metz (8.6 assault, result 22), and Lyon (+4 assault, result 9).

Other impulses: just moving, except in impulse #10, when CW loses 1 CP in the Western Med (the whole CW Navy sails subsequently away). In impulse #11, the Allies pass globally.

Asia/Pacific: China strengthens the "mountain ridge front" (impulse #1); Japan takes Chang-Sha (+13.3 assault, result 20, no chit; impulse #2). CW annihilates poor Partisans in India

(+18 assault, result 33, impulse #3), and Japan kills 2 Partisans in China (14.5 assault, result 24; impulse #6).

End of turn: no partisans (roll 4); no US entry options

N/D 1940

5 impulses; weather rolls 5, 4, 2; Initiative Axis, Axis/Allies now on a 0

Europe: Submarine battles in Faroer Gap (10 surprise points for Germany, sinking 3 CP, aborting another 6 CP), and in North Atlantic (2 German SUB damaged). In 4 other sea areas there is no combat (not found) (impulse #1).

In impulse #3, all German ground strikes miss their targets.

A German arm div is killed in Southern France by a French assault (+9.6, result 23) (impulse #4). In impulse #5, Germany attacks Lyon (7.6 assault, result 11, 1 German eng lost; attack failed) and a resource hex in Northern France (16.6 blitz, result 26, killing a French INF and taking the hex)

Asia/Pacific: Japan performs strategic bombardment in China, but this has no effect (impulse #1). In India, a partisan is killed by the CW (impulse #2). Other impulses only moving, as Japanese bombers fail to flip units in China during ground strike phase in impulse #5.

End of turn: no partisans (roll 7); no US entry options

J/F 1941

5 impulses; weather rolls 5, 9, 3; Initiative Axis, Allies move first, Allies now on a +1

Europe: Nothing special, just moving. Ground strikes fail in France.

Asia/Pacific: Japan has also no success with ground strikes in China (impulse #1), but in impulse #3, 1 Chinese unit is flipped: then Japan attacks (+9 assault, result 17, 1/1), but fails to take the forest hex (*I cannot remember which one*). In impulse #5, Mao reorganises 2 units.

End of turn: 2 partisans in China (roll 9); US entry options #16, #13 (both no tension chit)

M/A 1941 4 impulses; weather rolls 2, 5; Initiative Axis, now on a 0

Europe: Nothing special, just moving. In a battle in Biscaya, an Italian NAV2 is shot down.

Asia/Pacific: Japan ground strikes in China (impulse #3), the usual forest hex, with 3 CVP and can flip 2 units. The following attack is successful (10.6 assault, result 22). In impulse #4, China is rearranging its front to close holes.

Everywhere: SUB battles globally kill 3 French CP (impulse #1; Germany and Italy play combined).

End of turn: no partisans (roll 5); US entry option #23 (1 tension chit)

M/J 1941

10 impulses; weather rolls 6, 3, 5, 9, 2; Initiative Axis, now on a 0

Europe: DoW on Spain by Germany (but not by Italy!) (+1 chit). Germany is playing a combined action. In naval combats in North Sea, Cape St. Vincent, North Atlantic and East Coast, 2 German SUB are damaged, 3 CW-CP are sunk, 1 CW-CP is damaged. Subsequently, Germany performs 2 attacks in Spain, both of them successful, although Germany loses 1 unit (impulse #1).

In impulse #2, CW sails into Biscaya with a bulk of TRS and cargo, i.e. land units! Germany attacks Saragossa in the following impulse (10.6 assault, result 27), killing a Spanish MOT.

In impulse #4, CW brings 4 corps into Northern Spain.

Germany fails in an attack on Barcelona (7.9 assault, result 17) (impulse #5). On the other

side, the CW loses 1 CA in the Biscaya, and in impulse #9 also the CV Ark Royal and 2 carrier planes. In impulses #6 and #8, CW strengthens North Spain around Bilbao. In impulse #10, an attack on a single ARM (in forest) is repulsed by the Germans, the CW loses 1 division.

Asia/Pacific: As Russia put in strong forces to Siberia, Japan has to reinforce Manchuria during the whole turn. Actions in China are restricted to moves only.

End of turn: 1 partisan in NEI (roll 10); US entry option #26 (tension chit); Germany vichifies France (2 chits); Madagascar is the new home country for Free France, only the Pacific territories join. The rest of the former French empire becomes Vichy-controlled.

J/A 1941

11 impulses; wheather rolls 8, 5, 10, 7, 6, 2; Initiative Allies, now on a 0

Europe: The outcome of an opponent's naval combat in the Western Med is a damaged CW CV (impulse #1).

More naval combats occur in the following impulse #2 (Biscaya, *North Sea*, *Western Med*, *Cape St. Vincent*, Gulf of Guinea; *note: found only in those areas in italic*), but the CW manages to avoid combat in 2 areas, leaving only 1 CA to its destiny, i.e. the seafloor. The BEF, which still holds Rouen, is ground-striked, a MIL and 1 eng are flipped. Vichy is collapsed (2 chits), 6 out of 9 cruisers are destroyed in the overrun. The BEF is annihilated (11.1 assault, result 24).

Barcelona is attacked in impulse #4 (13.8 assault, result 32) killing a Spanish INF and a CW MIL. The TRS in Barcelona is aborted, but sunk in Western Med, while trying to reach a safe port elsewhere. A battle occurs also in the Biscaya: 3 CW CP are aborted, 1 CW NAV is shot down, but a German FTR with pilot, too.

2 German attacks in Spain in the two following Axis impulses kill 3 Allied corps, while Germany loses only inf div. Also Bayonne is taken (7.6 assault, result 20) (impulse #10), and the CW loses another CA in the Biscaya.

The Allies pass partially in impulse #9 (only the CW moves in Spain in a land action), and globally in impulse #11 (the turn ends).

Asia/Pacific: The USA begins to move its fleet to Honolulu, starting with 1 BB and 2 TRS in impulse #1. Later in the turn, 2 CVs and 7 more BBs are following.

Japan is playing in its opening impulse (#2) a combined action to reinforce Manchuria. So far, the USSR, although very strong in Siberia, has not yet declared war on Japan, due to high diplomatic pressure by the USA (waiting for gear-up!). To avoid the partisan in NEI later will become an Allied member, this brave guerilla fighter attacks the NEI TERR in Batavia on a -10 assault, result -1.

In impulse #4, Japn ground strikes a stack of two partisans in China, flipping 1. The stack (in mountain) is attacked (8.0 assault, the result was not recorded, *I'm sorry for that*).

End of turn: 1 partisan in China (roll 6); US entry option #22 (Gear-up; tension chit Ge/It)

S/O 1941

7 impulses; wheather rolls 6, 9, 6, 6; Initiative Axis, Axis now on a +1

Europe: Italy plays a naval; Germany plays a combined and aligns Hungary (+1 chit). SUB battle in the Faroer Gap kills 3 CW CP, damages another 3 CW CP, but also damages 2 German SUB. Frogmen damage 1 BB and 1 TRS in Gibraltar. SUB battle in Cape St. Vincent over 3 rounds results in heavy losses (Allies: 3 CP sunk, 3 CP and 2 CA damaged; Axis: 1 SUB sunk, 1 SUB damaged, 3 SUB aborted). Attack in Spain kills 2 Spanish corps (9.1 assault, result 28) (impulse #1).

In impulse #2, an Italian CA is sunk in the Western Med. In the following impulse, 2 NAV3

(1 Italian, 1 German) are shot down in the Biscaya, but both pilots survive. But Germany sends HQ Gort to the production circle in an attack near Bilbao (7.4 blitz, result 19). CW brings another HQ along with FTRs to Spain (impulse #4).

In impulse #5, Germany plays a land, Italy a combined, and both DoW Yugoslavia (no chit). Germany aligns Rumania as well (no chit). Yugoslavia is aligned to Free France. Ground strike east of Madrid flips 1 HQ and 1 AA, but not the MOT. The following attack results in a */B. 2 attacks in Yugoslavia outside Belgrade kills 2 Yugoslavian corps.

In impulse #7, Germany attacks northeast of Belgrade 818.7 blitz, result 23, killing 1 Yugoslavian corps), and takes Madrid (13 assault, result 23; among the defending victims is HQ Wavell).

Asia/Pacific: The USSR DoWs Japan (-2 chits) and plays a combined. Its SUB don't find anything in China Sea and Sea of Japan. Ground strikes on with 3 AC on 2 hexes in Manchuria flip only 1 corps in Harbin (impulse #2).

Japan aligns Siam (no chit) and brings troops to its new ally (impulse #3).

The USSR moves its troops forward in Manchuria (impulse #4). In an air battle both Japan and the USSR lose a FTR each (impulse #5). In the following impulse, the USSR reaches the first Resource hex in Manchuria. In a combined action, Japan brings more troops to Siam (impulse #7).

End of turn: 1 partisan in China (roll 1); US entry options #31 (Oil embargo; tension chit), and #12 ("Truman"; tension chit).

N/D 1941 5 impulses; wheather rolls 3, 4, 10; Initiative Allies, now on a 0

Europe: The Queens are intercepted (by a German SUB) and damaged (impulse #1).

In impulse #2, Germany DoWs Denmark (no chit), and takes Kopenhagen and Belgrade. In impulse #3, the Allies are just moving.

A port attack on Gibraltar is finished after the air combat, because the Italian NAV is shot down along with its cover, a German FTR2, but also a CW FTR2. All pilots survive.

Germany takes Sevilla (1 Spanish corps dies, but also 2 German divisions) (impulse #4).

In impulse #5, the Allies again are just moving.

Asia/Pacific: The USSR groundstrikes Harbin and flips two Japanese corps. Subsequently the Harbin is taken (in the ground support air combat Japan loses 1 LND2 and 1 FTR2 including 1 pilot) with a 12.6 assault (result 30). Mao reorganises 3 corps in China. 3 US SUBs are transferred to Honolulu (impulse #1).

Japan DoWs CW including NEI (+2 chits) and plays a naval/land "super" combined. Invasions are carried out all successfully: in Batavia (+14.5 assault, result 25), in Kuala Lumpur (11 assault, result 21), and the others automatically (Rabaul, Wewak, Balikpapan, Tarakan, Teluk Betong). Surprise naval combat in several sea areas kill all together 8 CW CP. (impulse #2). 3 more US SUBs are transferred to Honolulu (impulse #3).

End of turn: no partisans (roll 5); US entry options #34 (War Appropriation Bill; tension chit). NEI (and Denmark?, *again not recorded*) conquered; Japan and USSR sign a compulsory peace (results in a neutrality pact, +1 chit).

J/F 1942 7 impulses; wheather rolls 3, 5, 6, 2; Initiative Axis, Axis now on a +1

Europe: Nothing special is recorded for the opening impulse and impulse #3. In impulse #2, CW plays a naval, and loses 2 CVP with 1 pilot in a battle in the Biscaya. The USA plays a naval in impulse #4. CW loses a FTR2 and a CVP in naval battles in Cape St. Vincent.

In summary, CW is still defending Gibraltar (seized by German troops) and some pockets around Bilbao, as well as Bilbao itself.

Asia/Pacific: Japan DoWs the USA (rolled for US entry option #1, #17, #24, 2 tension chits) and plays a combined (impulse #1). The Pilippines' resource hex is invaded by 2 corps, as well as Cebu with a mar div. Singapore is taken (11.6 assault, result 19) with the loss of 2 divs; 2 defending corps are killed, too.

The USA answers with the invasion on an undefended (!) Kwajalein. 3 US SUBs are damaged in the China Sea. The USSR starts to bring back troops to Europe.

Subsequently, Japan is preparing for an operation on Manila.

In impulse #5, Japan ground strikes Manila, flipping both defenders. The attack is no problem for Japanese jungle fighters (19.2 assault, result 33), so Manila is literally red.

Again, the USA answers successfully with an invasion on o.o.s. Eniwetok. In turn #7, Japan takes Guam.

End of turn: no partisans (roll 4); US entry options #7 (tension chit).

M/A 1942 4 impulses; wheather rolls 8, 4; Initiative Allies, now on a 0

USA DoWs Germany and Italy (**TOTAL WAR**) (entry level 54, tension level 32; roll needed: 7; rolled 2)

Europe: USA flips one corps which seizes Gibraltar (impulse #1). Germany and Italy are playing a combined action, but have no success in SUB combat (1 German SUB is sunk in the Biscaya). A CW GAR o.o.s. is flipped in Malaga by 2 ground-striking ARTs. The GAR is killed in combat. (impulse #2). A French CP is sunk in the Biscaya (impulse #3).

Asia/Pacific: Japan port strikes a Free French CA in Mogadishu and sinks it. Naval search has no effect (3 sea zones) (impulse #2). The USA (in a combined action) takes two more hexes in the Marshalls. A convoi battle in the China Sea damages 2 US SUBs and 1 Japanese CA. Japan sinks a CP in the Hawaiian Sea, whereas the attacking SUB is aborted (impulse #4)

End of turn: 1 partisan in China (roll 8).

M/J 1942 10 impulses; wheather rolls 7, 6, 1, 5, 3; Initiative Allies, Allies demand reroll, Axis now on a +1

Europe: USA rail moves an AT to Gibraltar, now stacked with an US MTN and a CW GAR. CW protects the convoi lines (impulse #1). Germany gets 3 SUBs damaged in Cape St. Vincent (Gibraltar still in supply), whereas CW loses 1 CA (impulse #2). US AC flips 1 HQ-I and 1 corps seizing Gibraltar (impulse #3). Germany strategic bombing on London and Liverpool steals 3 PP from CW. Italian SUBs sink 3 CW CP and damage 3 more (impulse #4). In the subsequent impulses both sides are just moving.

In impulse #8, Germany moves 1 CP into the Baltic Sea. A battle in the Western Med is rather bloody: A German FTR2 is shot down, along with an Italian NAV2 with pilot, whereas a Free French TRS and BB are aborted. In impulse #9, the CW attacks a TERR west of Algiers (result 27). Again, a battle in the Western in impulse #10:1 CW CVP and 1 Italian NAV3 are shot down, but Allied AA suppresses remaining naval air factors.

Asia/Pacific: The USA invades the island hex west of Ponape (P2022, Carolines) and takes the last undefended Japanese hex in the Marshalls. A MAR is brought into Wake Island (impulse #1). Japanese ships search in the Marianas, but in vain (impulse #2), and Japanese troops kill a 2-3 partisan in China (impulse #4). US SUBs sink 3 Japanese CP, damage 3, and abort 2 more in the South China Sea. A MAR and an eng-mar are debarked onto Carolines island in P2022 (impulse #5). Japanese navy is not successful in naval searches in 5 sea areas (1 SUB lost in the Marshalls, all other not found). In impulse #6, the US MAR and eng-mar move into two more islands in the Carolines (Ponape and southwest of Ponape).

End of turn: no partisans (roll 4).

J/A 1942 8 impulses; wheather rolls 5, 9, 7, 4; Initiative Axis, Axis now on a +1

This was an untypical summer turn, where both sides were only moving in most of the impulses.

Europe: Italy and Germany play a combined, but SUB searches in the Atlantic only result in a battle in the East Coast: 1 CW CA sunk, 1 CP damaged. Germany bombs London strategically, the CW loses 1 PP (impulse #1) and 2 more PP in impulse #3. The CW plays a naval and is just moving (Impulse #2). The USSR is bringing troops to the Soviet-German border each impulse. Algiers is attacked and taken with a 12.2 assault, result 22 (impulse #6).

Asia/Pacific: Japan plays a naval, but SUB searches in the Pacific/Indic only result in a battle in Polynesia, where a Japanese SUB is aborted (impulse #1). The USA aligns Central America, plays a naval, and is just moving (impulse #2), the Pacific US-command concentrates on reinforcing the Carolines. Japan suddenly carries out a port attack on Ponape, where a single TRS is in port, but in the air-to-air combat, the Japanese NAV is aborted (impulse #7).

End of turn: 1 partisan in China (roll 9).

S/O 1942 6 impulses; wheather rolls 4, 8, 10; Initiative Axis, Axis now on a +1

Europe: Italy and Germany play a combined. In SUB combats in the Atlantic 7 Allied CP are sunk, 3 CP and 3 CA damaged. The Axis suffers only 1 damaged SUB. A frogmen attack on Gibraltar damages 1 TRS (impulse #1). Germany and Italy are just moving in impulse #3. CW is moving towards Tunis (impulse #4).

Asia/Pacific: Japan DoWs Free France and again port strikes Ponape, but the USA avoids combat (impulse #1). In impulse #2, the USA moves Task Force Pacific into the Solomons. China ground strikes with an AC and an ART the hex northwest of Sian (2 Japanese units faced down) (impulse #2). Japan plays a land and reorganises its 2 units just flipped, as they are o.o.s. (impulse #3). HQ Nimitz is debarked southeast of Truk, a MAR and an eng-mar are debarked northeast of Rabaul. In impulse #5, Japan tries to sink some US CP in the Pacific, but only 1 CP is sunk at the price of 1 lost Japanese SUB. In the last impulse, a single CW SUB cuts a deep gap in the Japanese convoi line (South China Sea): 3 CP are lost, 9 more CP are aborted.

End of turn: 1 partisan in Yugoslavia (roll 3).

N/D 1942 5 impulses; wheather rolls 4, 2, 3; Initiative Allies, Axis now on a +1

Europe: USSR DoWs Italy to speed up its troops towards the Nazi-Soviet partition line. The CW covers convois in a naval action (impulse #1). No combats in the Atlantic battle, as ships and SUBs don't find (impulse #2). In impulse #4, Germany invades England in W1544 (northeast of Edinburgh) with a MAR, a MTN and 1 mtn: +19 assault, result 32. The USA and the CW play combined, and bring back troops by return to base to Glasgow and Edinburgh; 1 TRS is damaged in this move (impulse #5).

Asia/Pacific: A Chinese CAV is moving to Vien-tiane (and in impulse #3 it enters Siam). The USA tries to move through the Solomons with several vessels, but a single Japanese SUB stops 5 out 6 CA: 1 CA is damaged which tries to fight through (impulse #1). In impulse #2, Japan takes Port Moresby, and moves troops from Hanoi southwards. The USA plays a naval and reorganises 3 TRS and 1 CV. The brave Chinese CAV moves to Chiangmai (impulse #5).

End of turn: no partisans (roll 4).

J/F 1943 6 impulses; weather rolls 2, 9, 9; Initiative Axis, Axis now on a +2

Europe: Italy is playing a naval action and Germany a combined action. A CW CV is sunk in a frogmen attack in Gibraltar. Axis SUBs sink 6 CP, damage 1 BB and abort 9 CP in a combat in the North Atlantic; the Axis lose 2 SUBs, 2 more SUBs are damaged. A 3 factor field artillery flips 1 AT and 1 INF in Gibraltar. In Yugoslavia, a partisan is annihilated (impulse #1). In impulse #3, **Germany DoWs the USSR:** A couple of Russian corps (mostly INF and GAR) are killed in the borderlands. The MTN in Scotland flips o.o.s. into the mountains. In impulse #4, HQ Koniev gets a land offensive. Memel (11.7 assault, result 16; 2 INF/1 INF) and E2638 (9.5 assault, result 21, +/1 mot div) are attacked. In impulse #5, the Axis play a partial pass, only Germany is moving in a land action. Cutatea-Alba in Bessarabia is taken (11.3 blitz, result 29, 1 GAR killed). In impulse #6, the USSR attacks E2639 (4.9 assault, result 18, Germany loses 1 mot div).

Asia/Pacific: Japan retreats in North China (impulse #1). In impulse #3, Japan sinks an US CP in Mendocino.

The USA takes the hex west of Truk automatically (+30 assault). Chinese troops are moving into the emptied desert hexes in North China (impulse #4). The USA damages 1 CP and sinks 1 CA in the Bismarck Sea (impulse #6).

End of turn: no partisans (roll 3).

M/A 1943 5 impulses; weather rolls 12, 4, 10; Initiative Allies, Axis now on a +2

Europe: CW and USA are playing both a naval action. The CW has meanwhile a front in Spain stretching from Bilbao in southwest direction to the Portuguese border. Russian ground strikes only result in 2 shot down Russian LND with pilots (impulse #1). Germany and Italy, both playing a land action, are just moving (impulse #2).

The CW brings troops to Cagliari. The USSR attacks hex E2639 (losing a FTR2 with pilot in ground support, 8 blitz, result 22, 1 ski division dies) (impulse #3).

USA moves towards Tripoli (Libya), the first troops reach the outskirts of the city. An American attack in Spain (*hex is not recorded*) is not successful (6.7 assault, result 17, 1/1, MIL Berlin and an US cav are annihilated). Russian forces take Memel (6.4 blitz, result 20).

Asia/Pacific: USA moves with a huge invasion force into the Salomons; 2 ART ground strike Truk, but only an AA is flipped, whereas 2 corps are still face-up (impulse #1). In a naval action, Japan searches in the Bismarck Sea and Mendocino, but it loses a NAV2 with pilot (impulse #2).

US HQ Nimitz gets an offensive chit in a land action, and Truk is attacked, but repulsed (12.3 assault, result 16 (Nimitz, 1 MAR, 1 inf and 11 offensive points are lost) (impulse #3).

Japanese ships don't find anything in the Pacific (impulse #4).

End of turn: no partisans (roll 4).

M/J 1943

6 impulses; weather rolls 2, 3, 2; Initiative Allies, Axis demand reroll, Axis now on a +1

Europe: The USA, USSR, and CW are playing a land action. The USA takes Tripoli (+17 assault, result 23). The CW is exploiting the double impulse in Spain by moving forward. The USSR is just moving (impulse #1). Germany ground strikes Russian troops, flips 1 unit (impulse #4). In impulse #5, the USSR performs an attack in Rumania near Odessa (1.9 assault, result 6). A combined US and CW force attack Barcelona (17.5 assault, result 20, US INF is killed, but the US PARA takes the city) and the hex east of Barcelona (7.8 assault, result 16, the defending Italian GAR is killed, also a CW PARA and a CW mar, the surviving

CW MAR takes the hex). Germany and Italy are both playing a naval action, and are just moving (impulse #6).

Asia/Pacific: China ground strikes in an air action 3 times on A0532 (west of Chang-Sha), 1 defender is flipped, the other not (impulse #1). Japan is playing a naval action, and brings troops to Canton, Surabaya and Hongkong, as well as an embarked division into the Bismarck Sea (impulse #2). The USA sinks a CA in the Bismarck Sea section "0" and aborts a CP, but Japan damages a US SUB in the Marianas (impulse #3). In impulse #5, the USA brings a NSU and a mar to Kwajalein. The turn ends after impulse #6 (Japan is playing a naval), so that an US invasion fleet must return to base without being able to attack Truk this turn.

End of turn: 1 partisan in China (roll 2).

J/A 1943

9 impulses; wheather rolls 9, 7, 5, 4, 4; Initiative Axis, Axis now on a +1

Europe: Germany attacks hex E2636 (15.6 blitz, result 26, a Russian LND is killed during ground support), after ground strikes have flipped 7 Russian units in 4 hexes (impulse #1). The USSR succeeds with an ART ground strike and a following attack in the hex west of Odessa (7.5 blitz, result 26) (impulse #2).

All Axis powers are playing a land. Germany ground strikes the northern part of the Russian front (a Russian FTR2 is shot with its pilot), and is then just moving (impulse #3).

In impulse #4, Russia is attacking a hex in Bessarabia (north of the swamps) and another (*not recorded where*): the first is a 7.6 blitz, result 20 (a Russian mot is lost); the second is a 6.7 blitz, result 23 (German MECH and mech are killed). The CW attacks in Spain (in a distance of 2 hexes northeast of Madrid): 17.5 blitz, result 24; a German CAV is annihilated. In impulse #5, the Axis is just moving.

The CW, playing a land action, attacks again in Spain (W1920), which kills a German PARA and an Italian MECH (11.2 blitz, result, 28). The USSR attacks in East Poland (E2637; 8.8 blitz, result 23; Germany loses an arm and an INF) and Chisinau (4.3 assault, result 18, -/1, *but the German loss was not recorded*) (impulse #6). Germany and Italy are both just moving in a land action (impulse #7).

In impulse #8, the Western Allies land in Sicily (2 successful combined airborne and sea invasions) with 2 PARA, 1 MAR and 1 GAR. As Russian ground strikes have no effect, Stalin's troops are just moving. In impulse #9, nothing special happens (the Italian fleet, which moves to the Italian Coast, is not found).

Asia/Pacific: Japan (naval action) is moving a CP to the Bismarck Sea, and a task force to Cape Naturaliste (impulse #1). The CW moves a TRS and CV into Cape Naturaliste, Japan finds on a "1", CW rolls a "10", but the TRS is only aborted. The USA establishes a minor port +10 with its NSU in Kwajalein (impulse #2).

In impulse #4, the USA is playing a combined, and initiates some naval combats. The search rolls are successful in the South China Sea (3 CP sunk, 3 more CP and 1 CA damaged for Japan, 1 US SUB damaged), and the Marianas (1 Japanese BB damaged, 1 US SUB damaged, but the Japanese CP remains in the sea area).

In impulse #6, China flips 1 unit in Siam, but it is not attacked, since the attack would be only a +4 assault. The USA is playing a land action. A Free French CA moves into the Marianas (so the US TF can later enter the sea area without "presence of the enemy"). Japan (combined action) initiates a naval combat in the Coral Sea, but nothing is found (probably the US forces are hided in some remote islands?) (impulse #7).

The USA cancels the planned invasion in Truk, because ground strikes have no effect, and Truk is still in supply.

End of turn: Partisans? (roll 9).

S/O 1943 5 impulses; wheather rolls 7, 3, 7; Initiative Allies, now on a 0.

Europe: USA and CW are playing a naval action, and both pay 2 offensive points for one land move each on units in Sicily. The USSR (land action) is just moving after all ground strikes have failed (impulse #1). Axis is just moving (impulse #2).

Allies are playing all a land action. The CW attacks in Spain (now all o.o.s Axis units are attacked hex by hex): 9.8 assault, result 17, 1/1. The USSR attacks Chisinau (4.0 assault, result 18, -/1) (impulse #3). In impulse #4, Axis are again just moving.

In impulse #5, the CW attacks in Spain (+18.0 assault, result 23, an Italian HQ-I, and 1 German INF are killed).

Asia/Pacific: Japan performs CP-protection and is moving SUBs in a naval action (impulse #2). Truk is taken on a 7.0 assault, result 21 (attacks seem to be better without an offensive chit?). China flips 1 corps and 1 div in Siam, but doesn't dare to attack (only a 5.0 assault would be possible) (impulse #3). Japanese ground strikes in China including on Mao are not successful (impulse #4). The USA is just moving in the Pacific, as naval combat in the Marianas cannot be performed (naval search roll too high).

End of turn: 1 partisans in NEI (roll 1), appears in Tarakan.

N/D 1943 5 impulses; wheather rolls 9, 7, 4; Initiative Axis, Axis now on a +1.

Europe: Germany and Italy choose a combined action. Battle of the Atlantic results in 3 CP sunk, 3 CP and 1 CA damaged, and 1 German SUB sunk (impulse #1).

In blizzard, Russia attacks in East Prussia (E2738, +6.5 blitz, result 1/B, a Russian mtn is lost), and in E2635 (0.2 blitz, result 1/-, a ski is lost). CW and USA are just moving (impulse #2). In impulse #3, Germany moves a CP into the Baltic and flips 5 Russian units with 3 ground strikes.

Allies are playing a land action. The CW takes Madrid (11.0 assault, result 20, a German GAR and 1 CW inf are killed) and kills another German MIL (fd and o.o.s.) automatically. A German ARM is annihilated east of Konigsberg by a Russian attack (6.3 assault, result 21). In impulse #5, the CW attacks in Spain (+18.0 assault, result 23, an Italian HQ-I, and 1 German INF are killed) (impulse #4).

Asia/Pacific: The USA pays 11 offensive points for a naval/land combined action. Battle of the Pacific results: Japan loses 7 CP, 3 SUB and 2 CA, and suffers 3 CP damaged; the USA loses 2 SUB, and suffers 2 SUB and 1 old BB damaged. Invasions are carried out in Manada and south of Legaspi (both automatic), and east of Manila (+20 assault, result 38). 2 offensive points are paid for 1 additional air rebase (impulse #2).

Japan moves a huge force into the Bismarck Sea, but the USA gets 7 surprise points in the subsequent naval combat. In the air-to-air combat rounds (USA pay 4 surprise points) Japan loses 2 FTR2 and 4 CVP including 2 pilots (the only AC with air-to-factor factor clearing through is then shot down by American AA), the USA/CW forces lose 1 NAV3, 1 FTR3, 1 CVP including 3 pilots. AA by Japanese ships subtracts 4 air-to-factors, but the remaining AC sink the Soryu (including 1 CVP, with 1 X result), and the Shokaku (with 2 X results; 3 offensive points are spent for chosing target), and abort 1 AMPH (instead of a D result). Japan leaves the area before the second round (impulse #3).

The USA rebases 1 LND3 to the Philippines. The Chinese 2 factor ART flips 1 unit out of 3 (impulse #4). Japan is playing a land for rearranging its troops (impulse #5).

End of turn: 2 partisans in China, 1 partisan in Yugoslavia (roll 2).

J/F 1944 5 impulses; wheather rolls 2, 6, 2; Initiative Allies, now on a 0.

Europe: In impulse #1, the USSR and the USA chose both a land action, whereas the CW performs a land/naval combined action. Russia attacks Chisinau (1.5 assault, result 11, a Russian FTR2 with pilot is lost in ground support).

The CW/US forces invade the Italian mainland around Taranto. Ground support (2 Allied FTR2 and 1 pilot are lost, but all LND clear through) is given on Bari (for a MAR, an arm mar, a PARA; "attack A"), west of Bari (for an eng mar, a MOT and a PARA, "attack B") and west of Taranto (for an INF and a PARA, "attack C"). Attacks D (in Reggio) and E (with a mar in W0323) are performed without ground support.

Attack A: 12.1 blitz, result 22 => invasion successful,

Attack B: 9.6 assault, result 14 => invasion repulsed,

Attack C: 9.2 assault, resul 19 => invasion repulsed (as only 2 units attack),

Attack D: 12.6 assault, result 28 => invasion successful, Attack E is automatic.

Germany is playing a land action, and Italy a naval. In the Atlantic nothing is found. In a ground strike in Poland, Germany loses a FTR2, but the tankbuster clears through and flips 1 Russian unit (impulse #2).

The CW (combined action) is just moving in Spain and Italy. The USSR plays an offensive chit on Zhukov and attacks E2837 (Poland, 6.4 blitz, result 17, +/R), and E2533 (Poland, 6.1 blitz, result 10, 1/-, 1 Russian eng is killed) (impulse #3). No losses are inflicted in naval combat in impulse #4.

In impulse #5, Allies are playing all a land action. The USSR attacks Konigsberg (0.0 assault, result 14, 3/1). The CW moves with a mar to Northern Yugoslavia and attacks in W0215 (11.0 assault, result 23, a German MIL is killed).

Asia/Pacific: American standstill in the Pacific. China attacks Nanning (5.3 assault, result 13) (impulse #1). In a naval action, Japan searches in the Bismarck Sea (not found), the Coral Sea (1 US CP sunk) and the Solomons (1 Japanese SUB damaged) (impulse #2).

The USA is playing a naval action. Land units are brought to the Bismarck Sea for a later debarking or invasions. China reorganises its units in a forest hex (impulse #3). Japan debarks 1 unit each on 2 Bonin islands, but the central Bonin island remains unoccupied (impulse #4). The USA debarks 4 units into the Philippines, 1 unit into Manado, and HQ Nimitz into the hex near Truk, where 2 ART are stationed. Ground strikes on Legaspi don't achieve anything.

End of turn: no partisans (roll 7).

M/A 1944 8 impulses; wheather rolls 7, 8, 9, 6; Initiative Axis, Axis now on a +1.

Europe: In impulse #1 (Italy naval, Germany land action), in naval combats an Axis SUB and a CW CP are sunk. In ground strike missions, Germany loses 1 FTR2, 1 LND2 and 2 pilots. In a ground strike on Taranto the CW loses 1 LND3, 1 FTR2 and 2 pilots.

The USSR is playing a combined, but the Russian search roll in the Baltic Sea is too high, so that a Russian CA is damaged (impulse #2).

Italy and Germany are just moving in impulse #3.

The USSR is just moving in impulse #4 to bring its ART into position. A combined US/CW force takes Taranto, where all defenders are faced-down due to previous ground strikes, in which the CW loses a FTR3 with pilot. The attack is a 9.7 assault, result 20; the Allies lose an inf and the Axis lose 2 MIL and an inf. The German MAR in Scotland is annihilated. In Spain, 2 attacks achieve little results: Northeast of Barcelona (ground support: Italy lose a FTR2 with pilot) is a 10.1 assault, result 16 (2 Allies div vs. 1 Italian CAV are killed); Southeast of Bilbao (ground support: the CW loses a FTR2 with pilot) is a 3.0 assault, result 13 (-/-).

In impulse #5, the only event worth to note is a naval combat in the Italian Coast over 3 rounds: 4 Italian CA sink, 1 CA is damaged, whereas 1 Free French BB is sunk and 1 CW BB is damaged.

The CW annihilates the remaining German troops (MTN, mtn) in Scotland, at the cost of 2 MIL. The USSR performs ground strikes and 4 attacks: (1) Konigsberg is taken (+4 assault, result 20), (2) the Dnestr is crossed 2 hexes east of Cernauti (5.0 blitz, result 18, +/R), (3) southwest of Chisinau (6.8 blitz, result 23), but (4) the crossing of the first river front in South Poland fails (2.7 blitz, result 15, §/1). Losses are for Germany an overrun FTR3, GAR, mtn, INF, Hungarian INF, Rumanian MECH, and for Russia 2 MIL, and a FTR2 with pilot in ground support. In impulse #7, the Axis is just moving.

The USSR plays a land offensive chitin impulse #8 to get a 8.0 blitz on HQ Rommel, but snake-eyes are rolled (result 10); Rommel survives.

Asia/Pacific: Japan is playing a naval action. Japanese SUB spread out in the Asia/Pacific.

Moreover, Japan protects its convois in the South China Sea and China Sea.(impulse #1).

In impulse #2, the USA is playing a naval/land combined action (-11 offensive points). A task force each is moved to the South China Sea and the Bismarck Sea, as well as some SUB into the China Sea. US troops take Manila (9.6 assault, result 20, 1/2, an US eng mar is killed, but Japan loses a GAR and mar). The Japanese-controlled Philippines TERR is performing a suicide counter-attack on Manila on a -8 assault, but the result is a 2 (impulse #3).

In impulse #4, the USA and China are playing a land. Chinese Nationalists take the mountain hex west of Chang-Sha (5.2 assault, result 14, 3/1, losses: WARL, INF, inf / GAR). It's the first hex that is taken back by a Chinese attack. Japan is just moving in impulse #5.

In impulse # 6, partisans attack in China (2.5 assault, result 10, a 1-1 partisans dies). A Chinese CAV takes an undefended Hue. An attack on Hanoi with a 6.0 assault results only in the loss of 1 Chinese unit (result 12). The USA brings 2 ART to the Philippines, 1 arm mar and 1 mar to Truk. Japan rebases an AC in a combined action (impulse #7).

The US Schwimmpanzer invade Saung-Kla automatically. 1 US SUB is damaged in the China Sea (impulse #8).

End of turn: no partisans (roll 3).

M/J 1944 9 impulses; wheather rolls 3, 2, 7, 6, 8; Initiative Axis, Axis now on a +1.

Europe: In impulse #1, Italy and Germany chose a land action. In ground strike missions, the defending Russian air groups lose 1 FTR2.

The USA and the CW are both playing a naval/land combined action (paying offensive points), the USSR a land action, in impulse #2. Russia performs 2 attacks and suffers the loss of 3 units, whereas Germany none. CW/US combined attacks consist of several invasions and paradrops:

(A) Marseilles: notional unit 2, 1 AA 1 factor, 13.6 assault, result 24 (Italian AA lost), successful.

(B) Antwerp: notional unit 3 factors, 8.3 assault, result 22, successful, but 1 unit is lost (US mot).

(C) Rotterdam: 1 PARA is aborted in air-to-air, notional unit 3 factors, 5.0 assault, result 19, invasion is repulsed.

(D) W1322: notional unit 2 factors, 19.5 blitz, result >23, successful.

Germany brings troops to hexes around Antwerp, but many of them are faced down after moving (impulse #3).

The USSR, CW and USA are playing all a land action in impulse #4. The Western Allies take Salerno. Russia carries out 2 attacks in Rumania. The first attack in a land offensive is a 8.5 blitz, result 17 (+/R), the second attack achieves nothing (1 Russian unit is lost in a 0.5 blitz, result 9).

In impulse #6, the CW/US forces kill a mot in Albania, and take a hex in the Pyrenees. The USSR takes Gdansk (6.8 assault, result 20), crosses the river in E2532 (6.2 blitz, result 18), occupies the hex northeast of the Rumanian oil hex (4.8 assault, result 23), but fails on Warsaw (2.0 assault, result 7) and in E2229 (mountain hex, 5.1 assault, result 16). Combined losses (including ground support missions) are for Germany: FTR2, LND2, pilot, Rumanian MTN, ART, INF; and for Russia: 3 FTR2, 2 pilots, inf, 2 MIL, INF.

The Axis is just moving in impulse #7.

In impulse #8, the Allies perform a couple of attacks. In Southern France, the Pyrenees cannot be crossed (5.8 assault, result 14, 2 INF and 1 inf are the Allied victims, Germany loses 1 mot). An invasion west of Antwerp is successful (1 US inf is killed). A mountain hex between Salerno and Bari is taken (4.6 assault, result 22, CW loses a MIL, the Axis 1 INF, 1 AT). In South Yugoslavia, Rumania loses its CAV (9.0 assault, result?). An attack on Warsaw is repulsed again (2.9 assault, result 8), but 2 other hexes are conquered in Poland (a German MTN dies). A second hex around Ploesti (oil field) is taken.

In impulse #9, German forces counter-attack near Antwerp and kill 1 US MOT (4.6 assault, result 18).

Asia/Pacific: Japan is playing a naval. All search rolls in the battle of the Pacific (4 sea areas) miss (impulse #1). In impulse #2, 6 PART attack a WARL west of Peking (2.1 assault, result 18, -1, the Warlord dies). Japan suffers 3 SUB damaged in opponent's naval combat, 1 US CA is damaged as well.

A Japanese eng is brought from Wewak to Saipan in impulse #3, and GAR to Singapore in impulse #5. In impulse #6, the USA take Kuala Lumpur by moving, and the nearby resource hex 818.0 assault). A Chinese CAV reaches the outskirts of Saigon. Chinese Communists lose 3 units in an attack on Sian (result 14).

Japanese AC port attack Manila, but lose 2 NAV3, 1 FTR2 and 1 pilot. A single Chinese Communist ART is annihilated (result 31) (impulse# 7).

End of turn: 2 partisans in China (roll 9). *We don't build units, as game will end next turn.*

J/A 1944 only 2 impulses played; wheather roll 8; Initiative Axis, now on a 0.

Europe: In impulse #1, the German attack on Antwerp fails. In impulse #2, the USSR fails in a third attack on Warsaw, as well as on the Ploesti oil hex, but the Red Army takes 1 hex in South Poland.

Asia/Pacific: 2 American CP are sunk in the Pacific (impulse #1). A naval air combat in the China Sea results in some losses (*which units was not recorded*).

Game was stopped after the 2nd impulse.

Outlook

Our common analysis would predict that Japan could have 2 or 3 objectives after J/A 1945, and Germany 5 to 7 objectives. Although the Allies have an advantage, it is too difficult to estimate the exact final outcome ("anything can happen").

Final position (hexes occupied by the Allies along the fronts)

South France: W1824, 1823, 1722, all Spain except 1420 & 1520, 1422, 1322, 1323, 1222, 1122, 1221, 1121;

Belgium: Antwerp;

Italy: all Sardinia and Sicily, W0217, 0117;

Yugoslavia: W0223, PART 4-2 in 0124, 0123, E3122, 3022, 2922, PART 3-2 in Sarajevo, 2821, 2820, 2720, 2819, 2719;

Poland/Rumania: E2837, 2836, 2736, 2635, 2634, 2633, 27,32, 2631, 2630, 2531, 2431, 2430, 2330, 2229, 2129, 2128, 2027, 2126, 2025, 1925, 1926, 1826; Leningrad and Murmansk are seized by Finnish troops.

ASIA:

USA: 2 hexes around Singapore, Saung-Kla, Kuala Lumpur, all Philippines except Legaspi and Davao, Manado, Tarakan and hex A0220, northern Bonin Island.

Japan controls Hanoi, Rabaul and P2216, NEI, Papua, Formosa, Hainan, Siam (except Chiang Mai and Saung-Kla), Korea and Japan.

The USSR controls Manchuria.

The Japanese-Chinese front: Hanoi, A0729, 00630, 0530, 0531, 0432 (Chang-Sha), 0533, 0534, Sian, 0536, 0637, 0537 (Tai.Juan), Peking, Tientsin; China controls Vientiane and A0929, and coastal hexes in Indochina southwards until A0725 except Hanoi.

RaW8 versus RaW7

In general we like RaW8 better than RaW7. The chart changes are good, also the new entry actions (especially Norway).

RaW8 seems to be pro-Axis.

We would propose to reduce the number of offensive points which could be build per turn, or come back to the Annual (in terms of offensive points). Also in terms of SUB combat, we thought "come back to RaW7"?