

## Report by Stefan

### Players (no bidding)

GE Rüdiger  
JA Stefan  
CW Thomas  
USA Marc  
USSR Michael

Options not chosen: 1, 6, 7, 9, 10, 12, 15, 16, 18, 19b, 21, 23, 28, 29, 36, 40 (but all units and markers including roads, coastal forts and shipyards were used!), 41, 43, 44, 45 b-d, 50, 56, 57.

A more detailed report cannot be written, because nobody of us made any detailed notes during the game. Thus, some information on the timeline may be slightly wrong.

### Europe

Germany conquered **Poland** quickly, and the **Netherlands** also. In March/April 1940, **Belgium** was DoWed on, but due to bad weather (e.g., only two fine impulses in J/A 1940) and three unlucky die rolls on the southern forest hex, the German Army was halted in Belgium until March/April 1941. Only thereafter, the Germans had a brilliant run for **Paris**, which could be taken in late July/August 1941.

**Vichy** results were normal, except of the Pacific territories which became Vichy. Most of the French naval units were in France, along with 6 AC, all of them becoming Vichy controlled. These Vichy units later became a pebble in the Allied shoe in the Western Med (fighting together with German and Italian NAV, sinking among others the Ark Royal), as CW declared war on Vichy in J/F 1942 (see below).

Meanwhile the **CW and France DoWed Italy** together (J/A 1940), but the USA lost 2 entry chits for that aggression. In a surprise Allied port attack, Italy lost both TRS. Luckily, the Italian had built early one AMPH and one TRS, waiting in the construction pool to be finished. In the following impulses, the CW could establish a foothold in Sardinia (except for Olbia), robbing Italy a resource. But beginning in S/O 1941, the CW had to save his troops and retreated from Sardinia, as German Stukas (formerly operating in France) appeared in Italy. Il Duce smiled and got back his resource in N/D 1941.

As Germany could no longer go for an Operation Barbarossa in 1941 (that was already clear in 1940, so the shipyards were built) and even in 1942 (see below), it had switched to massively building SUB with his two SUB shipyards. The strategy of **submarine warfare** was also necessary, because of low build point availability both for Germany and Italy. Unluckily for the German submarines, the damage on convoys was very low due to bad search rolls in a never ending row. Only 10 Allied CP were sunk in the entire game by the hordes of German SUB: 3 in Faroer Gap, 3 in North

Sea, 2 in Norwegian Coast, 2 in Denmark Strait, but none in the North Atlantic, US east coast, or Caribbean.

German schwimmpanzer, MAR and PARA took an unsupplied and disordered **Malta** (3 units defending face down) in M/A 1942. Later, these special troops also invaded an undefended Port Said (only three British corps in Egypt). Together with Balbo, the Italian MECH and a brave Libyan Territorial, **Egypt** was conquered. Italy brought in two further corps into Palestine and **aligned Iraq** in May/June 1943. But a risky attack on a single garrison in Beirut (+5) flipped the whole Italian Near East Command (1/-), so that in the turns following the CW could regain control of Palestine and Egypt. Even Baghdad was conquered in J/A 1944, with the use of emergency HQ supply.

In 1942, the CW switched from the Mediterranean Front to the **Norwegian adventure**. Early in the game, the Norwegian coast was successfully mined (roll 2, giving the CW 10 CP immediately and 1 resource per turn most of the time), blocking resources to Germany in winter turns. But then, in J/A 1942, the CW declared war on Norway. Until the end of the game in J/A 1944, Germany could hold Oslo and surrounding hexes with all of its MTN and mtn units. Only Baltic Sea battles did some damage to the Axis. During a couple of turns in 1942, most Axis naval bombers were operating in this theatre, and not in the Mediterranean.

Therefore Germany was forced into a **Sitzkrieg on the Eastern Front**. It conquered Yugoslavia, and the declared war on the USSR in N/D 1942. Soon a front was established straight from northwest to southeast somewhere in the Baltic, eastern Poland and western Ukraine. Only in summer 1944, the USSR managed to cross the Dniester River and fought forward to one of the two Rumanian swamp hexes. In the north, the Red Army still fought for Brest, and East Prussia.

With the **USA entering war** (in Europe in N/D 1942), the western Allies moved their attention back to the Mediterranean. They took Algiers (two scared Vichy Territorial fled combat) Tunis, and Tripoli. At the same time, a second wave took Sardinia (except Olbia, the troops later were evacuated to Albania). But instead of invading Italy, the Allies chose to invade Greece, and tried to fight the quickly established defence line in the mountains of the southern Balkan. At the end of the game, Allied forces stand in front of Tirana and then eastwards to southern Bulgaria. Only a single corps supervised UK, and this indicated, that there was no plan for an Operation Overlord in summer 1944.

## **Asia-Pacific**

Japan's army could drive back the Chinese quickly, and in summer 1940 the objected front-line was established (two southern resource hexes, Sian, Nanning, Kwei-Yang). Later, in 1941, the mountain hex west of Chang-Sha was taken, allowing rail moves from North China to Canton. **China** could not take back any hex until the end of the game in J/A 1944. Japanese losses in China were limited, although in one single air combat the Chinese FTR2 shot down three Japanese AC in -2 combat (rolling 20, 19, 19). Altogether Japan lost 2 MIL, INF, inf, 2 FTR2, LND2, NAV2, 3 PIL until the end of 1941 in China. After the wanted position was reached, Japan performed successful strategic bombing in China with its LND3.

A constant threat to Japan were the ever appearing **partisans**, which all could be annihilated in Central China; "0" Partisans in the desert in North China survived the whole game. Only in late 1943, there was a strong Partisan stack (5 defending factors) in Chang-Sha which was not attacked.

After the fall of Paris and the Vichyfyng of France, Japan waited to align **Indochina** and Madagascar, because a territorial (Indochina) was still on the production circle. The CW DoWed Vichy before Japan wanted to align Indochina, but the weak US entry suffered again, because one more chit was lost (instead of getting 1.2 chits, if Japan had aligned Indochina). CW troops took Senegal, Madagascar, Morocco and Syria, and landed south of Hanoi. Hanoi was never conquered by the CW, as the Vichy territorial reinforced Hanoi in time.

**US entry was very low** (see below), allowing Japan to wait for **DoWing CW, France, NEI and the USA** in one single impulse in **N/D 1942** (!) (though it was planned one turn earlier, but bad weather didn't allow it). In this first impulse (naval-land combined with 9 offensive points), Japan took Manila, Singapore, Rabaul, Batavia, two oil hexes in Borneo, Papua, Guam, and Hongkong. A Japanese task force of two Carriers and two BB sailed through the Suez Channel and helped out the Italians in the Eastern Med in one turn (?), but that was a one time event only.

In J/F 1943, **India** was invaded 2 hexes south of Calcutta. Together with Army Group Yamashita (driving through Burmese jungle and taking the oil well there), **Dacca** was attacked (S/O 1943). The first attack failed, but in N/D 1943 it was taken. With the use of an offensive on Yamashita and the whole IJN shore bombarding, **Calcutta** was conquered in J/F 1944 (+15.5, result 21). **Delhi** could not hold in M/J 1944, so the last objective was Bombay (defended by 12 factors). Japanese troops reached the outskirts of **Bombay** in J/A 1944. The last hope of the defenders of Bombay would have been the interruption of Japanese supply. But this couldn't be checked as the game ended.

The USSR tried to relieve the CW in India with a DoW on Japan in M/J 1943. But a proper response by Army Group Yamamoto, taking **Vladivostok**, frightened the Russians so much, that they sued for compulsory peace at the end of M/J 1943. Additionally, the CW didn't do more to defend India, so that the USSR decided to go for the fight with Germany in full strength. Thereafter, the neutrality pact was established. Never had Japan a problem to put enough garrison value along the common border, to keeping the peace with the Red Army Militia hordes that were appearing in Siberia.

The USA conquered the Marshall Islands including **Kwajalein** (N/D 1943 and J/F 1944) and sank one fast Japanese carrier in the Bismarck Sea. Mostly, naval warfare was restricted to US and CW submarine warfare, which seriously diminished Japanese convoys. Sometimes SUB took also some losses. But Japanese production was high enough to replace these losses easily (a total of 589 BP until M/J 1944).

## US Entry – timeline

<b>S/O 1939</b>	#5 (“Béarn”)
<b>J/F 1940</b>	#9 (“Resources to China”)
<b>M/J 1940</b>	#2 (“Aircraft China”)
<b>N/D 1940</b>	#3 (“Cash and Carry”) (#11 doesn’t work !)
<b>J/F 1941</b>	#12 (“Truman”)
<b>M/A 1941</b>	#15 (“Resources to Western Allies”)
<b>M/J 1941</b>	??
<b>J/A 1941</b>	#16 (“Gift of destroyers”)
<b>S/O 1941</b>	#17 (“LL China”), #13 (“Embargo on strategic materials”)
<b>N/D 1941</b>	#22 (“Gear Up”)
At this point the Entry/Tension Pools had the following content:	
GE/IT entry: 1, 1, 2, 2, 2, 3, ? (not shown, it is a 1)	
GE/IT tension: 1, 2, 5	
JA entry: 1, 1, 2, 3, 4	
JA tension: 1, 1, 3	
<b>J/F 1942</b>	#23 (“Freeze Assets”), #24, #11
<b>M/A 1942</b>	#14, #18, #26 (“Fleet to Pearl”)
<b>M/J 1942</b>	??
<b>J/A 1942</b>	#34 (“War Appr. Bill”)
<b>S/O 1942</b>	#31 (“Oil embargo”), #28 (“Service Act”)
<b>N/D 1942</b>	Total War

## Objectives held at the end of J/A 1944

Remember for Riyadh and Teheran:

Calcutta and Delhi were captured! I still count them for the CW, as India was not yet conquered. Otherwise they would count probably for the USSR (distance counting).

**Germany** (Amsterdam, Antwerp, Belgrade, Berlin, Bucharest, Budapest, Helsinki, Kiel, Marseilles, Munich, Oslo, Paris, Prague, Stockholm (neutral), Vienna, Warsaw)

**16**

**Italy** (Istanbul (neutral), Madrid (neutral), Milan, Rome)

**Japan** (Batavia, Calcutta, Delhi, Manila, Port Arthur, Rabaul, Shanghai, Singapore, Taihoku, Toyko, Truk, Vladivostok) **16** (Italy and Japan)

**CW** (Aden, Baghdad, Birmingham, Canberra, Cape Town, Colombo, Dakar, Diego Suarez, Gibraltar, Jerusalem, London, Ottawa, Riyadh (neutral), Saigon, Suez, Teheran (neutral), Vancouver, Wellington) **18**

**USSR** (Kiev, Leningrad, Moscow, Sverdlovsk) **4**

**USA** (Athens, Buenos Aires (neutral), Dutch Harbor, Honolulu, Kwajalein, Los Angeles, Mexico City, Pago Pago, Panama, Sao Paulo, Washington) **11**

**China** (Chungking, Lan-Chow) **2**