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24. Scenario Information

If you've read all the rules so far, congratulations. That's a MAJOR achievement in anyone's book. Well now you probably want to play a game. This is the right place. Here we explain how to sort out the counters, how to lay out the maps and how to set up your units to start playing.

24.1 Set up

24.1.1 Which game?

Your first step is to choose which game to play. If this is your first try with **World in Flames**, you should try the short *Barbarossa* scenario (see 24.2.1). This will give you a good introduction to the land and air systems of the game. It's also a good scenario for competition play. Next, give the *Guadalcanal* scenario a try (see 24.2.2). This gets you right into the naval system. Most people think this is the hardest part of the game to master.

After you've run through those scenarios, you can pick any of the others for a full campaign. There are 2 games that use only 2 of the maps (plus the USA minimap). These are great if you have only limited space available or if you want a quicker game with only a few players. Some players like them because they want to play just the Pacific war or just the war in Europe (see 24.3).

The 6 full-map campaigns are for the veteran players. They all have the same end point but different starting points. Most of you will end up playing the 1939~1945 *Global War* campaign game (see 24.4.6) most of the time. But please, don't ignore the other campaigns. Each of them presents an interesting situation that may not occur in your full length games.

Next, you must decide what options to play. The options manifest on the back of the production circle includes check-boxes so that you can keep track of the options you have decided to play (you can photocopy the manifest to keep track of your optional rules, game by game). The manifest has some options in black and some in grey. Those options in black we nearly always play with, those in grey we play only sometimes.

24.1.2 Which side?

Step 2 is working out who's on which side.

The two 5-turn scenarios are essentially 2 player games. For the campaigns, we recommend these major power groupings if you have more than 2 players:

Three Players

4 Maps	Fascist Tide	Day of Infamy	
1. Germany, Italy & Japan	Germany & Italy	Japan	
2. China*, CW & USA	CW & US	USA	
3. France & USSR	France & USSR	China, CW &	USSR

Four Players

4 Maps	Fascist Tide	Day of Infamy
1. Germany	Germany	Japan
2. Italy & Japan	Italy	USA
3. China*, CW & USA	CW & USA	CW
4. France & USSR	France & USSR	China & USSR

Five Players

4 Maps	Fascist Tide	Day of Infamy
1. Germany	Germany	
2. Italy & Japan	Italy	Not
3. CW	CW	Recommended
4. China* & USA	USA	
5. France & USSR	France & USSR	

Six Players

4 Maps	Fascist Tide	Day of Infamy
1. Germany		
2. Italy		
3. Japan	Not	Not
4. CW	Recommended	Recommended
5. China* & USA		
6. France & USSR		

* ~ Nationalist China only. Communist Chinese units are always controlled by the Soviet player.

Bidding

Bid for control of major power groups. Each bid represents the number of objectives more or less than your expected total you believe you will control at the end of the game.

A bid must be a whole number of -20 or greater.

Bidding is auction style ~ you can bid any number of times. The eventual highest bidder chooses any of the major power groups and takes no further part in the bidding.

The remaining players go through another round of bidding, again starting at -20. The new highest bidder chooses one of the remaining major power groups. The bidding continues until there is only 1 player left. That player gets the last group for 0, minus the total of the other players' *unmodified* bids.

Each player's *modified* bid is calculated at game end, and equals their bid plus their currently controlled major power's (which may change during the game - see 13.7.5) expected total. This table shows the expected totals of objectives for each major power at the end of Jul/Aug 1945:

Major Power	4-Map	Fascist Tide	Day of Infamy
China, Nat.	2	0	2
CW	19	9	12
France	1	1	0
Germany	10	10	0
Italy	0	0	0
Japan	5	0	5
USA	17	9	14
USSR & CC	13	4	9
Total	67	33	42

Example: Five of us sit down to play a game of the 1939~45 Global War campaign. 8 major powers are available in this campaign (5 Allied and 3 Axis).

The first round of bidding was mainly a two way bidding war between Susan and me. Susan wins with a bid of 5 and picks the USA and nationalist China. Her modified bid is 24 (17+2+5). Pretty aggressive ~ I guess the Soviets can kiss lend-lease good-bye.

Next round, Mike & I fight it out. I dip out at 5. Mike wins with 6 and chooses Germany for a modified 16 (10+6). Although it is unusual for the following bids to be higher than the initial, I guess Mike is counting on internal Allied disputes to make his job easier.

In the next round, I bid Braddles up to 1, and (typically) he chooses the Commonwealth for a modified bid of 20 (19+1).

The 4th round starts with just Greg and me left. Because the total bids so far are 12 (5+6+1), the last group will go for -12 less whatever we bid. Greg makes the highest bid at -4, and chooses the Soviet Union, France and the Chinese Communists with a modified bid of 10 (13+1-4).

This leaves me with Japan and Italy for a total of -8 (i.e. 0 less the total of everyone else's bids 0-(5+6+1-4)), so my modified bid is -3 (5+0-8).

Record your bid on the builds charts. Your *modified* bid will be subtracted from your objective total at the end of the game (see 13.8).

Historically, each major power controlled the following objectives by the end of Jul/Aug 1945:

European maps (32 in total): CW~13, France~4, USA~3 & USSR~12;

Pacific & Asia maps (27): Nat. China ~ 1, CW ~ 7, France ~ 1, Japan ~ 8, USA ~ 5 and USSR (including communist Chinese) ~ 5;

America map (8): CW ~ 2 and the USA ~ 6 (she would reduce that number to 5 for aligning with both Mexico and Brazil ~ see 19.8);

Total (67): Nat.China ~ 1, CW ~ 22, France ~ 5, Japan ~ 8, USA ~ 14 and USSR ~ 17.

Be aware that the Allies followed an anti-German strategy so Germany (at 0) is probably under-rated and Japan over-rated.

24.1.3 Laying out the maps

Step 3 - lay out the maps. The scenario will tell you which maps you need.

Lay out the maps in a line, like this:

Lay the USA minimap to either the left of the Western Europe map or the right of the Pacific map.

AfA option 1: Lay out the Africa map in all campaigns that include the 2 European maps. It fits below the European maps but can go anywhere if you haven't got enough space on one table.

AsA option 1: Lay out the Scandinavian map in all campaigns that include the 2 European maps. It fits above the European maps, but you can put it anywhere space allows.

24.1.4 Cutting out the counters

Step 4 - pop or cut out the counters provided with the game. Countersheets 1-6 & 24 contain 1400 counters. Over 1300 of these represent military units.

Aircraft and naval units are distinguished by silhouettes. Land units are distinguished by symbols. The unit description chart on the back of the US mini-map explains this in some detail.

The military units are printed in different background colours to differentiate nationalities and all minor, and some Commonwealth units are also identified by letters. Again, the unit description chart explains this.

24.1.5 Sorting out the counters

Sort your units into force pools. Each major power needs a separate force pool for each unit type. So, you need one each for CAV, INF, MIL, GAR, MOT, MTN, MAR, PARA, MECH, ARM, HQ-A, HQ-I, SUB, CL, CA, BB, CV, TRS, AMPH, Convoy points, FTR, LND, NAV and ATR. You only have 1 force pools for each type regardless of how many countries contribute units to your force pools.

Some of these unit types come with different costs. For example, some LND will cost you 4, some will cost you 5 and some will cost 6 build points. Separate each unit type into a sub-force pool for each cost (first cycle cost only in the case of naval units).

Example: In campaigns starting after 1940, Rumania is aligned to Germany. In these games, all 4 cost German and Rumanian FTRs will go into the one force pool.

This will leave you with a *lot* of force pools and organisation becomes important. Just forming piles on the side of the table is unsatisfactory. A good option is using a separate zip lock bag for each pool - these are cheap and pack away well. A more sophisticated (but more expensive) method is to use professionally made counter trays. Alternatives to those include egg cartons, and those plastic boxes you can buy in sewing, hardware and fishing tackle stores.

If you are playing with **Planes in Flames**, add its aircraft units to those that came with **World in Flames**.

SiF option 9: Sort out the **Ships in Flames** carrier plane and naval counters *instead* of those that came with **World in Flames**. The only exceptions are TRS, AMPH and SUBs, which you *add* to the **World in Flames** counters.

AfA options 10, 14 & 68: Africa Aflame adds 2 optional unit types that go into *new* force pools ~ synth oil plants (SYNTH) and territorials (TERR). Siberians may replace on-map Soviet INF (see 22.4.7).

Other units from that expansion game go into the appropriate existing force pools.

AsA options 2, 3, 24 & 65: Asia Aflame adds 12 optional unit types that go into *new* force pools - ARM divisions (Divs), MECH divisions, MOT divisions, INF divisions, MTN divisions, MAR divisions, PARA divisions, SKI divisions, field artillery (ART), anti-tank (AT), anti-aircraft (AA) and Frogmen (FROG).

MiF options 2 & 7: Mech in Flames adds 1 optional unit type, Engineers (ENG) that go into a new force pool. **Mech in Flames** also includes extra units that you can add to the normal force pools.

Set aside these units for now:

- all Austrian, Czechoslovakian and Ethiopian units (these are only used in games of **Days of Decision**);
- units with an availability date on their back that is later than the game's starting year. They will become available later (see 4.1.1);
- units that name a city on their back that you don't control. They will become available when you control that city (see 4.1.2);
- units that list a major power on their back (e.g. "Ge") that you are not at war with. These units will become available when you are at war with that major power (see 4.1.2);
- all MIL and 'Res' units if you start the game as a neutral major power. These units become available when you are at war with another major power (see 4.1.2); and
- the HQ-A Tuchachevsky from all scenarios starting after 1936.

You can remove any of your other units from the force pools if they have a year on their back that is at least 4 years *earlier* than the game's starting year. For example, if you were playing the *Waking Giant* game, which starts in 1941, you could remove any unit that had '1937' or earlier on its back. Once removed, these units can never return to the game, so be careful.

You can also remove any of your naval units from the game if they were sunk before the game began (see the red or white dates on the back of the counter).

The scenario information may specify that you should add some minor country units (or even some conquered major power units) to your force pools.

24.1.6 Setting up

This rule explains how to set up the units and markers.

Administrative counters

Consult the scenario information and put the year marker in the appropriate space on the year track for this game's starting year.

Put the turn marker in the appropriate space on the production circle for the first turn of this game.

Put the initiative marker in the appropriate space on the initiative track, turned to the side which starts the game with the initiative.

Put the impulse marker in the left-most space of the impulse track.

Put the entry chits into an opaque cup. The scenario will tell you where to set them up. Draw them randomly from the cup for each location (and facing).

Set aside the remaining markers for now.

What units to set up

Now consult the set-up chart (see 30.) for the campaign you are playing. The set-up chart is broken up by campaign and by major power. Set up each major power in the order listed for your campaign.

The set-up chart is further divided by rows for geographical locations, and columns for unit types.

A number in the set-up allows you to set up that many units of that type. If a type is specified but not a number, you get 1 unit of that type.

Some units must be of a particular nationality. The nationality abbreviations used on the set ups are:

A	Australian
B	Bulgarian
C	Canadian
F	Finnish
Fr	French
Gr	Greek
H	Hungarian
In	Indian
Ir	Iraq
It	Italian
Ne	Netherlands
No	Norwegian

NZ	New Zealand
Po	Polish
R	Rumanian
Sa	South African
Siam	Siamese
V	Vichy French
Yu	Yugoslavian

Some units types and terms have also been abbreviated. They are:

CP	Convoy point
CVP	Carrier plane
[fu]	face-up
[fd]	face-down
NSU	naval supply unit
P	Pilot

(not in SiF) do not set up this unit if playing with SiF

Some of the columns relate to aircraft set-up. Aircraft types are differentiated according to the time taken to build the unit.

SiF option 9: Set up the units listed in the SiF columns *as well as* those listed in the **WiF** columns (exception: do not set up any CLs). The convoy points listed in the SiF columns are modifications of those listed in the **WiF** columns. For example, if the **WiF** column lists 10 convoy points and the entry in the SiF convoy points column is “-2”, you would only set up 8 convoy points.

Draw the indicated numbers of carrier planes randomly from all your available carrier planes. From these, set 1 up on the map (your choice) for each carrier pilot listed and set up those shown on the production circle. Put the remainder back in the force pools. If you are playing with pilots (see 14.6 ~ **PiF option 28**), put them back into the reserve pool instead.

You may include the **WiF** subs if you are playing with **SiF**. If you do, just add them to your force pools. The costs of **WiF** subs will be 1 less than stated (both first & second cycle costs).

SiF option 69: NSUs have been specified to set up in the 1943 & 1944 campaigns. Set up an NSU as a replacement for an ordinary TRS.

If you are playing with **Planes in Flames**, for *each* location and type of aircraft draw aircraft from your force pool equal to the totals listed in *both* the **WiF** column and the **PiF** column. Go through those and select enough (i.e. you can choose which) to set up just those listed in the **WiF** column. Put the rest back into your force pools. If you are also playing with pilots (**PiF option 28**), you use up a pilot for each aircraft you set up. Put any spare aircraft into the reserve pool.

Set up reinforcing aircraft listed in *both* the **PiF** and the **WiF** columns on the production circle. Set up reinforcing pilots from the **PiF** column. If you are also playing with **Ships in Flames**, there may be further reinforcing pilots to set up.

AsA Option 3: If you are playing with artillery units, choose the specified number randomly from amongst all available artillery units.

AfA & MiF option 5: Set up as many fort *hexsides* as are shown in the Other column. You can decide the mix so long as you don't exceed that many hexsides.

AfA Option 10: Territorial units must be set up in their home country. When randomly choosing a territorial to be placed on a map, you must pick a territorial that can set up on that map (e.g. Australians on the Pacific map). If you are playing with the Africa map (**AfA/AsA option 1**), “Europe” includes the African map.

Option 16: Foreign sourced aircraft may be added to the force pools before set-up (see 13.6.4).

If there are not enough units in the force-pool to set up a unit, *and you have not removed any of those units from the force-pool*, you may randomly select a unit of that type from those available in the next year.

Unless the set up specifies a particular unit, choose the units randomly.

All Chinese units are nationalist unless otherwise indicated.

All Commonwealth units are British unless otherwise indicated.

Where to set up

The left-hand column of the set-up chart shows where to set up your units.

If there is a date there, set up the units in those spaces of the production circle. Set up ships face-up if the next acronym to the right of the unit is “[fu]”, face-down if it is “[fd]”.

Example: *I am the US player setting up the US units for the Waking Giant campaign (see Set-Up Chart for campaign 24.4.2). The left-hand side of the last row of the US set-up states ‘Jul/Aug’. If I was playing **WiF** without SiF, I would set up the Bunker Hill and Miami face-down and the Atlanta face-up on the Jul/Aug slice of the production circle. If I was playing **WiF** with SiF, I would instead set up the Bunker-Hill and Boston face-down, and the Alabama face-up, in the same location.*

If the left-hand column has the words ‘construction pool’ or ‘repair pool’, set up the units in those pools.

Mostly, the left-hand column will mention a geographical location. A set up that specifies “Europe”, “Asia”, “Pacific” or “America” means you can set up the listed units on that map(s). “India” includes Ceylon. “US east coast” is any hex on the east coast of the USA. “US west coast” is any hex on the west coast of the USA.

If the set up gives you some latitude (e.g. “Europe” or “Burma”), you can set up the unit in any hex you *or a co-operating major power* controls in that place.

A neutral major power can only set up in hexes it controls.

You must set up all on-map naval units in ports.

AfA & MiF option 5: You can only set up forts in hexes you control that aren’t off-map hexes.

AfA option 48: Set up your oil in any city or major port up to stacking limits (see 13.5.1).

The campaign information details who controls what territory at the start of each campaign. Some of this will specify a start line and a direction away from it that you must set up. The start lines are colour coded to match the years marked along them. Pink start lines are combinations of several years’ start lines.

When setting up the Chinese, you set up the Nationalists first. The Communists are then set up. They may not be set up in a Nationalist occupied hex.

All units must conform to stacking limits after set up (see 2.3).

AfA/MiF option 2: After you have set up, you can break down any of your land units into divisions even if they are in ZoCs (see 22.4.1).

After you have finished setting-up, you can make naval moves out to sea with your naval units. Treat this as a naval action you conducted last turn, so the units must finish their move, then drop to a lower sea-box section as if they had stayed at sea last turn (see 13.4). Neutral major powers can only make these moves with convoy points.

Believe it or not, you are now ready to play (see, wasn’t that easy)!

Campaign rules

Most of the campaign information below is self explanatory.

If a rule is not applicable (“NA”), it is not used in the campaign.

“Players” is the maximum number of players for this campaign.

“Maps used” tells you what parts of the maps are used. You can only enter hexes on the areas in use. Only objectives in the play area count for victory purposes.

“Initiative” tells you who has the initiative for the first turn (you do not roll for initiative this turn).

“Entry Chits” tells you what US entry actions and options have already been chosen, what entry chits are in which common borders and what special rules regarding chits apply to this scenario.

“War status” tells you who is at war with whom. All minor countries in the game, not “controlled” by a major power, are neutral.

“Control” shows who owns what at the start of the campaign.

“Off-map production” tells you what extra resources and factories you have available off-map, in addition to any you have on-map. Factories and resources in on-map areas that are out of play are *not* available.

Assume that the off-map resources are automatically transported to the off-map factories. You can transport on-map resources to off-map factories if you can transport them *to* the specified “off-map edge”. If you want to transport off-map resources to on-map factories, you only have to transport them *from* that “off-map edge”.

“Special victory conditions” state any additional objectives for victory.

“Historic victory” explains what your historical counterparts achieved. Of course, *you* should do better!

24.2 The 5-turn scenarios

24.2.1 Barbarossa ~ “One Kick...”: May/Jun 1941~Jan/Feb 1942

Operation Barbarossa was the greatest land campaign in the history of the world. This game starts with Germany poised to launch its drive against the massive Soviet army.

Players: Germany vs. the USSR.

First turn: May/Jun, 1941

No. of turns: 5

Maps used: Eastern European, but only north of Yugoslavia, Bulgaria, Turkey and Persia.

Initiative: Axis +1 box. The Axis starts with the initiative and must have the first impulse.

Last weather modifier: None. The die-roll for the first impulse of the game is an ‘8’.

War status: Germany must declare war on the USSR on its first impulse.

Entry Chits: NA

Reserves: Germany has called out its reserves, the USSR hasn't.

Control: As specified on the map except that:

the USSR has conquered Latvia, Lithuania, Estonia, Poland (east of the partition line), the Finnish border lands and Bessarabia;

Germany has conquered Poland (west of the partition line) and is aligned with Czechoslovakia and Rumania; and Transylvania is part of Hungary.

Intelligence points: NA

Off-map production: Germany ~ 19 factories, 1 oil & 17 other resources off the western map edge.

USSR ~ 4 factories, 6 oil & 11 other resources off the eastern map edge. Furthermore, from Jul/Aug, the USSR receives 5 resources via Archangel (while not frozen) and/or Murmansk (Soviet player's choice), if that port is Soviet controlled.

Special rules: All Italian units are German controlled and count against Germany's activities limits. Italian reinforcements arrive in Warsaw.

Soviet factories can be shipped off-map by railing them to the eastern map-edge for 3 rail moves each.

Hungary and Finland may be aligned (see 9.8) by Germany from the first turn of the game.

Special victory conditions: In addition to the 9 on-map objectives (see 13.8), each city in the East European map portion of the USSR is an additional objective (e.g. Leningrad counts as 2 objectives).

Historical objectives: Germany ~ 20, USSR ~ 20.

Players' notes: This is the ideal scenario to try first because it deals mainly with the parts of the game most commonly used in general play, the land and air systems.

USSR: You are forced into the dangerous front-line, historical set up that Stalin was caught with in the summer of 1941 ~ but don't despair, Russia won that war and you can, too.

You have two assets: your army, and the large size of the USSR and you must use them both. Your set-up is extremely important. You have to place much of your army near the German border.

It's best to set up all your front line units 1 hex back from the border in stacks, 2 high. Preferably, place as many units as possible under the shade of a good forest or in a swamp. Put your slowest infantry and garrison units in the Lvov mountains and the front line cities of Kaunas, Vilna, Brest-Litovsk and Lvov ~ they can't be blitzed and don't need to move. 1 or 2 CAV in the Pripet Marshes is probably also a good idea.

Your goal is to prevent the Germans from crossing the Nieman or the Dneister during the surprise impulse when the river defense is ineffective. If Germans set up in Memel, it could be difficult to hold the Neman, but you should be able to hold the Dneister. Defend hex 2740 strongly; it is forest so you are safer from ground strikes, and it is the best hex the Germans can attack on during the surprise impulse in this area to unhinge the Neman.

In the south, you will be forced to defend some clear terrain. Do so with two infantry type units every other hex to deny the Germans any easy attacks; hope to make some of his units flip over. Your units will be easy targets for ground strikes, but if they spare your precious ARM, MECH, and HQs (which should all be in forests or swamps if possible) then it's worth it.

Timoshenko should be set up in a southern Pripet marsh hex, such as 2134, where he provides supply to the Lvov to Brest-Litovsk region. Provided he is not ground-struck on the first impulse, he should then run like the clappers for Kiev and the Dnieper, surrounded by whatever of his forces escape the maw of Army Group South.

Yeremenko should set-up in the north, in the forests around Vitebsk (outside stuka range). You will also need 2 armies in Leningrad, another 2 armies in Murmansk and at least 1 in Archangel.

Your air force should be set-up outside enemy ground-strike range, 1 per hex, and again in forest, wherever possible. You should keep them in a position to cover the Dvina and Dnieper river crossings.

Once the onslaught starts, the worst mistake you can make is to send your front line units into headlong retreat. A stubborn front line defense will cause heavy loss of Russian units, but may keep the Germans busy and unable to penetrate as far as Vitebsk or Kiev until late in the July/August turn.

Withdraw gradually, one or two hexes per impulse, defending every other hex with two units wherever possible to minimize breakthroughs. Remember that you are trading both space and your army to keep the Germans from getting at your vital interior hexes (factories and resources) for as long as possible. The key is knowing when to sacrifice a unit and when to yield ground.

If this isn't possible, leave garrisons in (automatically supplied) cities to distract the Germans and then fall back with the remainder of your forces. Your aim is eventually to reach the Dnieper and Dvina river lines and to make a stand there with your reserves, reinforcements, and the units not required to start near the front.

Your air force will help you hold these river lines, as you should have complete air supremacy that far back, at least until the German air force can reach the front. Use your LND bombers wisely to reduce German attack odds in an effort to flip German units. If the Germans use up many of their HQs early in a turn, it might be worth a chance to try to ground strike the remaining HQs ~ if you succeed, German supply lines will be locked and their units will be unable to advance. Your FTRs should be used firstly to cover your HQs and secondly to contest key defensive hexes.

If those lines just can't be held, fall back with what you can to hexes outside of the German supply range (6 hexes from the furthest hex an Axis HQs can get to in the following phase) and defend with 1 unit in every second hex. Being out of supply,

the Germans will be able neither to attack nor overrun your weakest unit. Unfortunately, this last resort forces you to give up a lot of the mother country.

With luck, you will get some rain in the Arctic zone (which covers most of the northern front), slowing up the Germans there, making it possible to reach those lines with some sort of intact force.

Your HQs are vital ~ without them your armies will be out of supply and dead meat. After the surprise attack try to give them FTR cover and do not use them to reorganize anything until at least three impulses have past ~ you cannot afford to lose these units lest an entire front crumble due to lack of supply, and if they are flipped over they can't move! Their job is to lead an organized retreat. One of your back line HQs could be used to reorganise some bombers.

Be very careful about any attacks in this scenario during the first three turns ~ a bad die roll could cost you far more than you stand to gain. The rule of thumb to remember is: can I afford to roll the worst result on this attack? If not, don't do it.

Once bad weather begins, the front should stabilize, and you should begin to look for opportunities to strike. The scenario is too short to organize any large counterattacks, so be on the look out for German ARM which have spearheaded an attack but were left face down; they may be ripe for counterattack — assault them to try to kill them, if you can afford the extra losses yourself. Take advantage of the winter to try a modest offensive or two to regain lost resource or factory hexes.

>From the time your army has reached good defensive positions, you may want to pass to hasten the end of the turn.

Don't forget to rail your factories out of danger of German capture. You probably won't need much rail for your units, so you should dedicate most of the first 2 turns rail moves to factories.

Eventually, the horrific May/June turn will come to an end. Your reinforcements in Jul/Aug will exceed 20 units (13 reserves, 4 from set-up & 7+ militia) giving you a huge draft of fresh troops. Rush them to the front. If you can get them to the Dnieper before the Germans get across, you have a good chance of holding them there permanently. If not, you must continue to retreat keeping your stacks as strong as possible in order to disrupt as many German units as you can.

Your production should be targeted towards building units which arrive quickly: MIL, GAR and INF are your best builds, along with the odd aircraft or two.

If you are playing with optional rules, you will have a lot of artillery units at the start. These are outstanding units for holding static defensive positions, like the Dnieper river, and they should set up there. Their slow movement means that positioning them near the front will ensure their doom, sooner or later, and their high cost will be prohibitively expensive to replace for years to come, so don't fritter them away.

You may wish to build a SKI division ~ this nifty unit will give the German fits once the snows begin to fall. Breaking down some other corps into divisions will give you added flexibility, but this need not be done at set up.

Germany: This is your dream scenario: the Russian army at the front, surprised by your attack. **WiF** players won't often make this mistake. Make the most of it!

Your most important consideration is to set your objectives and keep them clearly in mind. Reasonable objectives in this scenario are either to capture cities in the Moscow region, or to cross the Dnieper in force to capture as many factory and resource hexes as possible in the southern region. Recognize that you won't be able to do both in the time allotted to this scenario, and a mid-game change of focus can lead to a disaster. Make a plan and try to stick to it, although you have to respond to Russian tactics as well.

Set up your ARM, MECH and MOT in 2-unit hunter killer stacks, spreading them out along the border to maximise your flexibility. If your goal is Moscow, you must concentrate more of them in northern Poland. The rest of your forces should also set-up 2 high as close to the border as possible (especially your ridiculously short ranged air force).

The first big question you have to decide is whether to use your offensive chit on the first impulse, and if so, on what action.

One option is to use an offensive chit on a super combined to allow you to ground strike, invade and attack at will.

However, if the Russians are set up 1 unit a hex, speed bump style, it may well be worthwhile to spend a chit in a land action to double a couple of your panzer stacks to overrun the speed bumps. 18 factors doubled can overrun 5 factors of Russian land units, and a few judicious overruns adjacent to flipped enemy units can quickly rip a front apart.

Use your best four LND bombers to ground strike. Russian HQs, ARM and MECH make the best targets, but they may be out of range or hiding in forests and swamps. If so, you may prefer to hit the units in Kaunas, Vilna and Lvov. These can be difficult defensive positions to take and will anchor the Russian defense in eastern Poland and the Baltic States. If you can seize them quickly by ground striking the defenders and isolating them (so that they are face down and out of supply), the defense lines around them will falter.

As a third option, if the Soviets are set-up 1 hex back from the border all in stacks 2 high, you might do better to try an air action on the first impulse, perhaps even using your offensive chit to turn your bombers into lethal disruption machines.

“But wait”, you cry, “if I do an air action on the first impulse, I lose the surprise impulse benefit of ignoring rivers?”. This doesn't matter. Because the Soviets have set up 1 hex from the border, they have already given up the Dniester and much of the Neman. Since you will successfully ground strike most of the Russian army (particularly in the wide-open steppes of the south), there ain't going to be much left for them to re-organise. Then the ground striking aircraft can all return to base near the activating HQ and most of them can be reorganised.

If the Russians form pockets on sideline locations, such as in the Pripet marshes, along the Baltic coast, or in the Carpathian mountains ~ leave a minimum of screening units and ignore them. Focus on cutting their supply lines instead, and they will be rendered harmless, then dead, at your convenience.

Generally, make fewer attacks at high odds (4:1 or better blitz attacks are the best) rather than more low-odds ones.

If you have used your offensive chit, you will only have 2 active German HQs left (plus Antonescu and Mannerheim who can

at least provide supply, if not much else). Be wary of using these HQs early in the turn to reorganise units, as they will be needed to continue the advance, ensuring that your panzers don't run out of supply.

There are 2 keys to capturing Moscow: making sure the Russians cannot set up a strong defense line between Smolensk and the Dneiper River; and attacking the cities around Moscow before winter sets in. Preventing the former requires a headlong, crushing advance to unhinge the northern Dneiper defense line before it gets set up strongly.

Once that is done, secure your flank by taking Tula if you have time, and then throw everything at Moscow fast and hard. You probably won't have much time (if any) before bad weather sets in, reducing your attacks but encouraging white print Russians to counter attack. Be careful to keep your supply lines secure, particularly from counterattacks from the Voronezh and Kursk region (which you might not get to if you are concentrating on the Moscow area).

South of the Pripet Marshes, be sure to at least clear all Russian units from west of the Dneiper river. If you wish to seize objectives in the southern sector, your goal must be the rapid crossing of that River. If the Russians are allowed to create a solid defensive line here, it will be difficult to crack. Try to ensure that the forward-deployed Russian units are not able to escape backwards to form this line. Ground strike the fast ARM and MECH and all HQ units, and try to entrap (surround and cut supply to) as many Russians as possible. Once you reach the river, use an offensive chit to break it. A good ploy is to use it to attack hexes 1432, and 1429 after taking Kiev.

Taking Dnepropetrovsk first is not necessary here ~ your aim is to outflank that troublesome city to both its north and south. If successful, the Russian will have a tough choice between standing and defending that city (which you are sure to surround soon) or retreating and sparing his army. Alternatively, you could have some units doubled in the attack on Dnepropetrovsk when you use your offensive chit. With luck, you may turn the Russian retreat from the Dneiper into a rout.

As always, focus on bagging the Russian HQs. Russian mobility is hurt almost as badly without them as your own would be without yours.

Be wary of Russian LND bombers. Make sure your HQs have FTR cover, and try to reserve 1 or 2 of your air moves for rebases to keep some FTR cover and some bombing threat on the front lines. Building some FTR and LND, as well as infantry type units, will be useful as they can be rebased to the front fairly quickly. You might consider building another HQ-I on the first turn, too, or even an offensive chit.

The Finnish front should be played cautiously. Precipitous attacks by the Finns might lead to a Russian winter counter offensive that could threaten Helsinki. Place 2 units in Finnish off map hexes at Petsamo for defense. If Russian play in the north is incautious, Mannerheim could lead a charge towards Archangel. In a campaign game this can be very important, but within the confines of this scenario it is merely good practice.

Sevastopol, on the Crimean peninsula, is a heavily fortified city, and probably not worth the trouble of taking. You can overrun the Crimea easily without taking it; this will nab a resource and possibly threaten a quick breakthrough over the Kerch Straits into the Caucasus. It is unlikely you can make much of such a breakthrough in this scenario, but the threat (if supported by your ATR to reorganize a unit which crosses the strait into the swamp) will probably draw off Russian ground troops from more active theaters.

24.2.2 Guadalcanal ~ The tide turns: May/Jun 1942 ~ Jan/Feb 1943

This game starts with the Japanese, having conquered much of the Pacific so easily, pondering whether they should take it all. Meanwhile, the USA is gathering its forces for the long struggle on Guadalcanal, the inconclusive battle of the Coral Sea and the decisive carrier action at Midway.

Players: Japan vs. the Commonwealth/Free France/USA

First turn: May/Jun, 1942

No. of turns: 5

Maps used: Asia, Pacific and America excluding China, Korea, Manchuria, and all Soviet controlled hexes.

Initiative: Axis +1 box. The Axis starts with the initiative and must take the first impulse.

Last weather modifier: Nil. The die-roll for the first impulse of the game is an '8'.

War status: The Commonwealth, Free France and the USA are at war with Japan.

Entry Chits: NA

Reserves: All major powers have called out their reserves.

Control: As specified on the map except that:

Japan has conquered Hong Kong, Burma (south of the 1942 start line), Malaya, Papua and Dutch New Guinea (north of the 1942 start line), the rest of the Netherlands East Indies, North Borneo, Christmas Island (East Indian Ocean), East Timor, the Philippines, Wake Island, Guam, Admiralty Islands, New Ireland, New Britain, Nauru, the 3 Gilbert Islands hexes, Pacific hexes 1915, 1916 and 2016 and all islands exclusively in the Bay of Bengal; and is aligned with Siam and French Indo-China;

Free France controls all French territories on the Pacific map;

Vichy France is aligned with Madagascar and all French territories on the Asian and America map; and

the Commonwealth has conquered Italian Somaliland.

Intelligence points: NA

Production: None. The only action that may occur in the production stage is the breakdown of units (see 22.4.1).

All units arrive on fixed schedules (see set-up chart) with the following additions:

- (a) the Commonwealth, US and Japan may each repair one naval unit a turn. Unused repairs can not be saved; and
- (b) reinforcements arrive normally (see 4.2) except that **British** units arrive at South Africa, Aden or Quebec. If these are all Axis controlled, the units remain on the production circle until one of these places is British controlled.

Special rules: None

Special victory conditions: Each player gains the following victory points at the end of the game:

- (a) 5 for each friendly controlled objective hex that was enemy controlled at the start of the game (and 0 for any others);
- (b) 4 for each enemy CV *destroyed*;
- (c) 3 to the US/CW/France player each turn that no Japanese unit ends the turn in the sea box of the China Sea or South China Sea (6 if in neither);
- (d) 2 for each friendly controlled oil resource point that was enemy controlled at the start of the game; and
- (e) 1 for each other friendly controlled resource point that was enemy controlled at the start of the game.

The player with the higher total subtracts their opponent's total and compares it to the following table to gauge the level of victory:

Decisive:	21+
Substantive:	11 - 20
Marginal:	6 - 10
Draw :	0 - 5

Historical objectives: Japan ~ 16, Commonwealth/France/USA ~ 26.

Players' notes: This scenario will give you a solid introduction to the basics of the naval system.

Allies: The Allies should follow the same strategy as that pursued by Napoleon's enemies in 1813, "Hit 'em where they ain't" ("Voici Bonaparte! Sauve qui peut!"). The Japanese player has more (and faster) CVs and supporting SCS units. It is imperative that you do not fall victim to an early Tenno-zan, a decisive battle, because the odds will favor Japan, and an early decisive loss at sea will ensure loss of the game for the Allies.

Defend your critical areas (Aden, Bombay, Calcutta, Colombo, Australia, Samoa and Honolulu). Then use your excess units (particularly your precious MAR) to exploit the inevitable Japanese weaknesses. If it's any consolation, Japan will have fewer land units in play than you do. Take advantage of this by severing her communication lines, possibly by using your SUB to ambush Japanese TRS or AMPH.

If the Japanese concentrate their fleet in Singapore, you can bet they are attacking towards India and Ceylon. To counter this possibility, the Commonwealth fleet should be set up at a safe distance such as Bombay, or even Aden. The British fleet cannot defeat the Japanese fleet and should try to avoid any engagement against enemy carriers. Try to shuttle your reinforcements to vital hexes by using the cover of bad weather (you hope) and positioning your TRS in fringe sea areas (i.e., deploy to the West Indian Ocean when reinforcing Colombo; an enemy fleet which chases you here cannot support efforts against the Indian mainland). Tell your American ally to apply some pressure or you may lose several victory cities (Colombo, Calcutta, Bombay, and Aden are within easy reach).

The USA should use the opportunity to attack Japanese bases. These include invasion of Kwajalein, Eniwetok, or Saipan. These multi-ocean ports will be difficult to take (it's hard to cut their supply, and Japan may reinforce them), so make sure your planning efforts are precise. Make sure you are invading from a high sea box and try to cut enemy supply lines. Hit them with a 2 unit invasion (including the MAR) and you will usually succeed, inflicting heavy enemy casualties.

Avoid risky invasions. Early loss of your MAR will give Japan a free hand for several turns, as your invasion capability will be gone until late in the game. If you can't arrange an invasion, position your MAR on a TRS in Midway. This threatens a kamikaze invasion of Tokyo!

Use your newly minted Essex class carriers to lead an attack on some Japanese victory city. The early seizure of a forward base will keep Japan guessing as to your intentions. The American AMPH must be moved to a forward location as soon as possible; sail it out from the West Coast on the first impulse of Sept/Oct, and voluntarily return it to Honolulu. Nimitz can reorganize it and send it sailing again right away, possibly to invade or just to get to a more distant theater quickly.

If, instead, the Japanese concentrate against the US (the Japanese fleet deploys in Truk or Rabaul), the US should stand on the defensive, waiting for potential opportunities. The US fleet should set up its discretionary units in the safety of Honolulu. This base has both land unit and FTR unit coverage, the latter being especially useful to prevent enemy port strikes. Best of all it has an escape hatch: if the Japanese fleet sails into the Marshalls sea zone, you can escape via the Hawaiian Islands or Christmas Island sea zones and try to outflank them. Make sure you keep an INF unit in addition to Nimitz in Honolulu, to forestall any wild Japanese notions of invading Pearl Harbor. Brisbane makes an attractive forward base for later in the scenario, if you can get FTR coverage there. Keeping your main fleet concentrated and at a secure base is a wise precaution.

The Commonwealth fleet could then support its army's in attacks in Burma. Alternatively, it could support 10:1 invasions against any Japanese hex defended by an out-of-supply notional unit. You can use this tactic to capture resources and bases in the Bay of Bengal and South China Sea. Be careful though that the Japanese doesn't use the opportunity to launch a sortie against you with their fast carrier fleet from Rabaul or Truk (be patient, and wait till the Japanese are committed).

Keep in mind that the victory conditions reward successful naval play just as much as they do the seizure of objective locations, so don't sacrifice your fleet late in the game just to grab a key hex. If you are playing with optional rules, you might

consider breaking down an INF into infantry divisions. This will give you additional invasion opportunities if you use them on fast SCS, with the SCS invasion rule.

Japanese: You have the advantage of interior lines and superior forces. You must use them aggressively in support of your early offensive. Don't wait several turns to go on the attack; time and reinforcements favor the Allies in this scenario. You have few land units, so you must make good use of your interior lines and naval and naval air power to keep the Allies fleets from causing trouble.

You need to decide which enemy objectives you will attack. There are three basic strategies: control the Bay of Bengal in order to take Colombo and Calcutta; apply pressure in the Marshalls to try to destroy the American fleet quickly; or defend on the flanks and launch targeted invasions towards Brisbane. In all cases, use your MAR and a good INF with your AMPH as your strike force, backed up other fleet elements.

Attacking India and Ceylon is probably the best strategy, as there are more objectives in this region and the Commonwealth fleet is no match for yours. You might try to mask this intention by setting up your fast fleet units in Truk or Rabaul — they can still be effective in the Bay of Bengal. You will, in any case, be forced to devote some attention to the Americans once their MAR is available to attack you. Try to keep only slight naval inferiority with the Americans, to keep them honest. Meanwhile, invade Ceylon quickly, and follow up with coordinated invasion and overland attack (from Siam) towards Calcutta. Both should be within your grasp. Against an unwary Allied player you might even be able to hook around into the Arabian Sea and grab Bombay or Aden.

Invading Honolulu will be difficult, but isolating it and trapping the American fleet could yield big dividends. As Honolulu is a three sea area port, this will be difficult. However, if Yamamoto is based in Rabaul or Truk, you could sail a fleet into the Marshalls, watch the American fleet flee, return some units (especially fast carriers) to base and reorganize them, and then go hunting! An invasion to the islands west of Honolulu could serve as air bases for your FTR and NAV, which could then lead port attacks against Honolulu. In reality, you will likely only chase the American fleet away, hopefully back to the USA. However, this will open the door to cutting supply to Honolulu and a possible invasion of it after all.

The Brisbane strategy is more defensive in nature, and is really an attempt to lure the Allied fleets out to battle on your terms. Landing in Australia should not be difficult, but, as it is a Commonwealth home country, its supply is guaranteed. Invade north of Brisbane with a modest fleet so you may move in quickly to the attack, hopefully causing Allied consternation and naval sorties. This is what you want. Having kept much of your fleet in reserve, you may now sally forth, in coordination with your FTR and NAV, to attempt to smash the Allied fleets. If they don't take the bait, you should be able to batter Brisbane and take it with massive shore bombardment and CV air support. Don't waste your resources invading Darwin, it is of no value.

Proper deployment and use of your land based airplanes is critical to your success, regardless of which strategy you choose. They can be employed to help you press home the attack but, if not, use them to ensure your own supply lines back to Japan and to protect your reinforcements as they arrive.

By mid game your attempts at attacking will have played themselves out, in all likelihood. Now you must garrison all of your victory cities (Tokyo, Truk, Rabaul, Singapore, Saigon), and keep a reaction force on board your TRS and AMPH capable of repulsing attacks towards your resources or newly acquired victory cities.

If you are playing with optional rules, break down some INF into infantry divisions. These can invade off SCS and threaten the Allies in even more places at once.

24.3 The 2-map campaigns

24.3.1 Fascist Tide ~ The war in Europe: Sep/Oct 1939 ~ May/June 1945

This game covers the full war in Europe from Germany's invasion of Poland in September 1939 until the end of the Battle for Berlin in May 1945. The Axis powers will have the initiative for roughly the first 3 years of the war before the Allies gradually gain the upper hand.

Players: Germany and Italy vs. the Commonwealth, France/USSR and the USA.

First turn: Sep/Oct, 1939

No. of turns: 35

Maps used: The American and the Eastern & Western European maps.

Initiative: Axis +2 box. The Axis starts with the initiative and must take the first impulse.

Last weather modifier: Nil. The die-roll for the first impulse of the game is a '4'.

War status: The USSR and Germany have a neutrality pact made in 1939.

In its first impulse, Germany must declare war on Poland and the Axis may not declare war on any other country. On their first impulse, France and the Commonwealth must declare war on Germany (and then the Allies may declare war on any other country).

The US is at war with Japan from the first Axis impulse of Nov/Dec 1941.

Entry Chits: Only the Ge/It pools are in play. All chits in the Ge/It pools count at double value (instead of x 1.5).

The USA starts with 2 entry chits.

The USA may not pick an entry chit in a US entry step if it picked any chits in the previous turn's US entry step (she can pick a chit in the first turn). You can still pick 2 chits (every 2nd turn) in 1942 and later.

You can choose an undesignated entry option if you have sufficient chits in the Ge/It pool only (e.g. you could close the

Panama canal if you had chits totaling at least 17 in the Ge/It entry pool).

Reserves: No major power has called out their reserves.

Control: As specified on the map except that:

Germany is aligned with Czechoslovakia; and

Italy has conquered Ethiopia and is aligned with Albania.

Intelligence points: None.

Production: USA ~ The USA can only use half the factories, oil resources, and other resources either controlled by, or lent to, her. The unused ones are not in play ~ they cannot be lent to, or used by, any other major power.

Off-map production: USSR ~ 4 factories, 6 oil & 11 other resources off the eastern map edge.

CW ~ 3 factories and 3 non-oil resources off the eastern map edge.

Furthermore, the Commonwealth has 1 extra resource point for each 2 French and/or Commonwealth convoy points in the 0 box of the “transfer pool” (see below) during the production step, to a maximum of 3 oil and 7 non-oil (**AfA option 1:** 3 oil and 4 non-oil) resources, so long as they are transported through the Red Sea.

She can instead transport them through the Cape Basin sea area but, in that case, only gets 1 resource point for every 3 convoy points in the transfer pool.

France ~ has 1 non-oil resource point available to be transported through the Red Sea if there are 3 French and/or Commonwealth convoy points in the transfer pool not being used to transport Commonwealth resources. She needs 5 such convoy points to transport it through the Cape Basin sea area instead.

Special rules: Australian, Indian and New Zealand MIL or GAR units that are to arrive as reinforcements are removed from the game instead. All other units from these countries arrive in either Suez or South Africa (Commonwealth’s choice). If both are Axis controlled, the units remain on the production circle until one of those places is again Allied controlled.

Soviet factories can be shipped off-map by railing them to the eastern map-edge for 3 rail moves each.

Commonwealth and USA activities limits are halved after 1941.

Allied units that trace a supply path into the transfer pool can then trace them into the Red Sea or the Cape Basin.

Transfer Pool: The transfer pool represents naval conflict in off-map theatres. Use the Mozambique Channel sea area to represent the transfer pool (this sea-area is an abstraction of several Asian and Pacific map sea areas).

Allied naval units may move into, or out of, the transfer pool during any naval movement stage. To do so, they must reach either the Red Sea or the Cape Basin sea areas with a spare range and movement point. You can then move them into the Mozambique Channel. You can base them in Pretoria. They can leave the pool by spending a movement and range point to enter either of those other 2 sea areas. While in the transfer pool, these units follow all normal rules about sea-areas (e.g. they must return to base from in the ‘0’ section at the end of the turn).

Allied aircraft units also enter and leave the transfer pool (assume that it is connected to the Red Sea and the Cape Basin by a blue communication line ~ see 14.1.2).

Axis units can enter the transfer pool in the same way and initiate naval combats normally.

In addition, after 1941, the German player can make one Japanese raid against any Allied units in the transfer pool’s sea-box, in any 1 impulse in each turn (even a pass action). This does not count as an action against any Axis activities.

To launch a raid, the German player rolls a die and consults the following table:

<6	No raid this turn
6	<i>Tone</i> in ‘4’ section
7	as per 6 + <i>Kongo & Myoko</i> in ‘3’ section
8	as per 7+ <i>Zuikaku</i> in ‘4’ section
9	as per 8 + <i>Shokaku</i> in ‘4’ and G4M2 & A6M2 in ‘3’ section
10	as per 9 + <i>Soryu & Hiryu</i> in ‘4’ and <i>Akagi, Ryujo & Hiei</i> in ‘3’ section
11	Commonwealth loses a victory point

Modifiers: 1943: -1, 1944: -2, 1945: -3, and <5
convoy points in the transfer pool’s sea box: +4

SiF option 9: If playing with **Ships in Flames**, the Axis player must randomly draw a carrier plane for each Japanese CV from the largest that can fit onto it. Carrier planes that are 4 or more years old can not be chosen. All Japanese naval units double their surface factors.

Now roll dice to see if combat is initiated as normal (see 11.5.2). Follow the normal combat sequence. The raiders return to base at the end of the impulse, even if they fail to find any Commonwealth naval units.

Implement all combat results on Allied units normally. Japanese raider losses apply for the combat but those same ships can return for the next raid even if sunk in a previous raid (they are only representative ships after all).

Special victory conditions: None

Historical objectives: CW ~ 15, France ~ 4, Germany ~ 0, Italy ~ 0, USA ~ 9 and USSR ~ 12.

Players' notes: Many of the notes included in the *Global War* campaign (see 24.4.6) also apply to this scenario. The additional notes below pertain specifically to the two-map nature of this scenario.

USSR: The only good news about this 2-map campaign is that you need not worry about Japan stabbing you in the back. However, American and Commonwealth production power is lessened in this scenario, so they may be hard pressed to provide you with as much aid as you would expect in a full campaign.

Italy: Your options are very similar to the full campaign. The primary difference is that there is no Japanese fleet blockading supply to Suez from behind. To balance this, there are fewer Dominion troops for Winston to bring to the battle. Overall, this is slightly to your benefit.

USA: You have the advantage of targeting your impulse calls to European actions only, but your production is only half what you get in the full campaign game. This reduces your flexibility somewhat (but not as drastically as it does in the Waking Giant scenario), so plan ahead. Co-ordinate your strategy closely with the Commonwealth; neither of you has your full strength so you must work together.

Commonwealth: Unlike 4-map campaigns, the Royal Navy can expect little relief from the American fleet, which is committed to the Pacific and out of the game, so be careful with yours. If you suffer heavy fleet losses early, your convoy lines will likely be severed and you may never be able to rebuild them!

You will have fewer Indian, Australian and New Zealand troops at your disposal than usual. This has its pros and cons: you have fewer units, so any loss will feel worse, but the units you do build are guaranteed to show up in more useful locations. On balance that's about a draw.

In a multi-player game, take advantage of your status as the leading Ally in western Europe to try to get the Americans to follow the goals that you set.

France: You don't have to worry about partisans in Indo-China. Otherwise, this is standard fare for you.

Germany: On the face of it, your strategies are little changed from the 4 map campaign. However, you can expect no help from Japan during the Russian campaign. On the other hand the western Allies cannot throw all their weight against you.

24.3.2 Day of Infamy ~ The War in the Pacific: Nov/Dec 1941 ~ Jul/Aug 1945

This game covers the full war in Asia and the Pacific from Nov/Dec 1941 until the dropping of the atomic bombs in August 1945. It starts with Japan ready to bring the USA and the other western Allies to war with a stunning strike on Pearl Harbor and rapid expansion into south east Asia.

Players: Japan vs. the Commonwealth, Communist China/Free France/USSR and the USA/China.

First turn: Nov/Dec 1941

No. of turns: 23

Maps used: Asia, Pacific and America

Initiative: Axis +1 box. The Axis starts with the initiative.

Last weather modifier: +1.

War status: China and Japan are at war. The USSR and Japan have a neutrality pact made in 1941. The Commonwealth, the USSR and Free France are active major powers.

The US is at war with Germany and Italy in the same impulse that it and Japan come to war.

Entry Chits: Only the Ja pools are in play. All chits in the Ja pools count at double value.

The USA starts with 10 chits in the Ja entry pool and 3 chits in the Ja tension pool.

The USA can not pick an entry chit in the US entry step if it picked any chits in the previous turn's US entry step (she doesn't pick a chit in the first turn). You still pick 2 chits (every 2nd turn) in 1942 and later.

You can choose an undesignated entry option if you have sufficient chits in the Ja entry pool (e.g. you could close the Panama canal if you had chits totalling at least 20 in the Ja entry pool).

Entry options 1, 4, 9, 13, 22, 23, 24, 25, 26 & 39 have already been chosen. Entry actions 1, 2, 3 & 6 have also been chosen.

Entry chits are not used along the Japanese/Russian border.

Japan can only declare war on the USSR when it has a 1:1 garrison ratio (see 9.5) on the Russian border.

The USSR can declare war on Japan *after* Nov/Dec 1944 if it has a 1:1 garrison ratio against Japan.

Reserves: All major powers except the USA have called out their reserves.

Control: As specified on the map except that:

Japan has conquered China (east of the 1941 start line) and is aligned with Manchuria, Korea and French Indo-China;

Communist China controls Lan Chow and Sian;

the USSR has conquered Persia;

the Commonwealth has conquered Italian Somaliland and is aligned with the Netherlands East Indies;

Free France controls all French territories on the Pacific map; and

Vichy France is aligned with Madagascar and all French territories on the Asian and American map.

Intelligence points: NA

Production: USA ~ The US starts with a production multiple of 0.5. The USA can only use half the factories, oil resources, and other resources either controlled by, or lent to, her. The unused ones are not in play ~ they cannot be lent to, or used by, any other major power.

Allies ~ At the start of any production step, the US player can announce that, for that turn, the USA is receiving 10 extra build points and the Commonwealth is receiving 5 extra build points. You can only make this announcement *once* a game.

CW ~ the Commonwealth gains 1 extra production point for each resource transported to the Mozambique Channel or the Arabian sea. Resources transported this way are not also available for use on the maps.

USSR ~ The USSR has no production until it joins the war against Japan. From then on, it only has the production available on the map.

Additionally, if Japan declares war on the USSR, the USSR receives the following units as reinforcements in the Reinforcement Segment following the declaration of war (depending on the year of the declaration of war):-

- (a) 1941: 2 INF, 1 CAV, 1 FTR
- (b) 1942: (a) + 1 MOT, 1 MECH, 1 LND
- (c) 1943+: (b) + 3 INF, 1 ARM

Special rules: After sorting out the counters (see 24.1.5), randomly remove from the game half the British and Canadian units (taken together) from each aircraft (**SiF option 9:** except carrier planes) and land force pool (not sub-force pool). Remove all the British and Canadian MIL units from the game.

There are no British or Canadian land or aircraft unit force pool additions in this game (**SiF option 9:** except for carrier planes).

British reinforcements arriving on the map appear in South Africa, Aden or Quebec. If these are all Axis controlled, the units remain on the production circle until one of these places is British controlled.

The Netherlands East Indies is the new home country of Netherlands units.

Soviet activities limits are halved. Commonwealth and USA activities limits are halved after they are at war with Japan.

Japan (rather than Germany) may align Argentina if the condition in 19.7 is satisfied.

Transfer Pool: In this campaign game, units in the transfer pool are Commonwealth naval units on the other map which are available for transfer to the map in play.

British naval units (**SiF option 9:** and carrier planes) arriving as on-map reinforcements appear in the transfer pool. If you are playing with pilots (**PiF option 28**), you can add reinforcement pilots to the transfer pool if you choose. You would need a pilot to take each carrier plane out of the transfer pool.

Naval units may be withdrawn from the map and placed into the transfer pool. A unit may be withdrawn by moving it to an off-map box sea area that has a blue communication line off the map. After all interception combats in that sea area, the unit may be withdrawn if it has at least 1 movement and range point remaining.

At the start of the first reinforcement segment of each year, total the build points for all Commonwealth naval units on the map (count both cycle costs).

Multiply that total by the appropriate year value. If the result is less than the build point value of all Commonwealth naval units in the transfer pool, the Commonwealth player can move half (or less) that number of build points worth of naval units from the transfer pool to the map as reinforcements. However, if the result is greater than the build point value of all Commonwealth naval units in the transfer pool, he must immediately remove at least half that number of build points worth of naval units from the map and put them in the transfer pool. The units may be chosen from anywhere on the map.

Year	Value
1942	0.3
1943	1.2
1944	2.0
1945	0.8

EXAMPLE: It is the start of the Jan/Feb 1942 turn. Jeremy adds up the build point value of his on-map naval units. After the loss of the Prince of Wales in the Nov/Dec turn, he has 68 build points. He multiplies this by the 1942 year value (0.3), to get a result of 20 (68 x 0.3). He compares that result to the 95 build points in the transfer pool. The result is 75 points less than that amount. Therefore, he can take up to half the difference - 38 points - of naval units as reinforcements from the Transfer Pool. He selects the *Illustrious*, *King George V*, *London*, *Ajax*, 1 *TRS* and 1 *SUB* for a total of 38 build points. He places them in Aden.

Special victory conditions: If the Allies announce their special build point bonus (see “production”), they must control all objectives to win the game.

Historical objectives: Nat. China ~ 1, CW ~ 9, France ~ 1, Japan ~ 8, USA ~ 11 and USSR (including communist Chinese) ~ 5.

Players' notes: See the notes to the *Global War* (24.4.6) campaign game. Some additional notes below pertain to the 2-map nature of this scenario.

China: You've hung on for the rough part already. Japan will now be focusing its attention overseas against the USA and the Commonwealth. However, you are still isolated and weak, and Nationalist units are halved when attacking Japanese (if you use that optional rule). Scrimp and save your build points to build your MECH unit. Once on map, this unit can lead some limited blitz counter attacks.

Keep busy probing the Japanese, but don't attract too much attention unless big rewards are in the offing. Japan can still converge on you and crush you if she devotes a large effort ~ the Allies are somewhat constrained by the 2-map scenario and Japan could take advantage of this to your ruin, even after at war with them. Your objective is to keep breathing and building every unit you can. Once your overseas allies begin to attack, you should too.

Commonwealth: You have been caught with your guard down. Your overseas territories are poorly defended and many will be overrun quickly by the Japanese. You must play defensively for the first turns like Russia does against Germany: slip in some sacrificial units to key locations in order to slow down the Japanese juggernaut. Japan probably won't take Singapore or Rabaul on the first impulse, so try to reinforce one or both of them to force larger Japanese commitments to take them.

Once they are in place, you will probably be under attack in one or more of your home countries, and will need to rebuild your land units destroyed in the initial Japanese onslaught. After you have stabilised, build up your air force, repair some naval units, and possibly build up some aircraft, subs and ARM/MECH.

Your initial navy is quite small and really is only a coastal defense fleet for India or Australia. You will want to bring over more naval units from the transfer pool, but be careful not to commit the units you have to battle too hastily. Unlike a 4-map game, you can't count on the European fleet sailing over in force when you want it, so you'll have to make do with what you've got. Use your navy to try to protect convoy lines, but sacrifice convoys instead of CVs and SCS if you must.

Once there is enough American naval power to come to grips with the Japanese, offer to support American attacks with your land units. Your units are more quickly brought back to battle if destroyed; by having Commonwealth units invade you can package a US naval impulse with a Commonwealth land move to launch quick-hitting invasions. Plus, by using them, you get to reclaim your lost possessions (just in case the American is greedy!)

The only campaign you'll be able to run on your own is an overland attack from India towards Saigon and Singapore, so you should plan for this by building up the Indian army, especially the useful PARA and Mountbatten. Your MECH and MOT units will get bogged down in the jungles, so don't expect a lightning blitz to Malaya!

USA: To some degree, your job is easier in a 2-map campaign. Your impulse calls are not troubled by European needs (although your movement limits are halved to balance this), and there is no need for bothersome debates with the Russian or British players about who's in charge of Allied strategy. However, your production is halved, and this significantly reduces the amount of flexibility you have.

You cannot expect to win this scenario simply by flooding the world in a sea of green units; you must plan carefully! Initially, like the Commonwealth you are very weak in land and aircraft units. You'll need to build up a few land garrisons quickly, but don't over do it. Let the Commonwealth garrison her own territories as much as possible. You must stay focused on building up your navy so that it can challenge Japan.

You should have clear naval superiority by early 1944 at the latest. Build your MAR as quickly as possible to present a threat to Japan. Your long range FTRs and NAVs will also be critical to your comeback, so build them steadily. Do not waste production on any ARM, MECH or MOT units, and LND bombers are of secondary value in the Pacific (either for tactical or strategic bombing).

Construct your own island-hopping campaign, but don't forget the principles on which the historical one operated: naval and air supremacy were assured before any invasions. If you take that precaution, you'll have a good chance of destroying Japanese overseas power, paving the way to a (very bloody) invasion of Japan itself. If you are playing with optional rules, make good use of your nifty divisions. They can invade off SCS (if using that option) and threaten Japan in additional locations. You'll still need to bring corps into the battle against Japanese units, but some divisions can invade unoccupied Japanese hexes, possibly to nab some forward air bases in the Caroline or Marshall Islands, for example.

Japan: See the notes to the Waking Giant campaign. Your navy is in place, and the China Incident is slumbering. This is your dream set-up, so make the most of it! You will be rewarded by spending extra time before the game begins to plot your opening moves. The more efficient they are, the better Japan's chance of long-term survival.

24.4 The 4-map campaigns

24.4.1 Lebensraum ~ Germany moves east: May/June 1941 ~ July/Aug 1945

France lies prostrate. The Commonwealth is bloodied but unbowed. Germany is ready to unleash Operation Barbarossa against the unsuspecting Soviets. This game starts with the second phase of Germany's offensive ~ the attack on the USSR.

First turn: May/June, 1941

No. of turns: 26

Maps used: All

Initiative: Axis +1 box. The Axis starts with the initiative.

Last weather modifier: Nil.

War status: The USA and the USSR are neutral. China and Japan are at war with each other. The Commonwealth and Free France are at war with Germany and Italy. Vichy France is at war with (but not hostile to) the Commonwealth and Free France. The USSR and Germany have a neutrality pact made in 1939.

The USSR and Japan have a neutrality pact made in 1941.

Entry Chits: The US has 8 entry chits in the Ge/It entry pool and 6 chits in the Ja entry pool. She also has 1 chit in the Ja tension pool and 2 chits in the Ge/It tension pool.

The US has picked entry options 1, 4, 7, 9, 11, 15, 16, 22, 24, 25, 26 & 27. Entry actions 1, 2, 6, 7, 8, 25, 26 and 27 have been rolled for.

Germany has 20 offensive entry chits on the Soviet border.

The USSR has 7 defensive and 2 offensive entry chits on the German border and 1 defensive chit on the Japanese border.

Japan has 1 defensive entry chit on the Soviet border.

The US has picked entry options 1, 4, 7, 9, 11, 15, 16, 22, 24, 25, 26 and 27. Entry actions 1, 2, 6, 7, 8, 25, 26 and 27 have been rolled for.

Reserves: Only the USA and the USSR have not called out their reserves.

Control: As specified on the map except that:

Japan has conquered China (east of the 1941 start line) and is aligned with French Indo-China, Korea and Manchuria;

Communist China controls Lan Chow and Sian;

the USSR has conquered Latvia, Lithuania, Estonia and Poland (east of the partition line) and controls the Finnish border lands and Bessarabia;

the Commonwealth has liberated Ethiopia, conquered Italian Somaliland and Tobruk (**AfA option 1:** and Eritrea) and is aligned with Belgian Congo, Crete, Greenland, Iceland and the Netherlands East Indies;

Free France is aligned with French Equatorial Africa and all French territories on the Pacific map;

Vichy France controls Metropolitan France (south of the Vichy border), and is aligned with Corsica, Algeria, Morocco, Tunisia, Syria, French West Africa, Madagascar and all French territories on the Asian and American maps;

Germany has conquered France (north of the Vichy border), Belgium, Netherlands, Denmark, Norway, Poland (W of the partition line), Yugoslavia, and Greece (except Crete) and is aligned with Czechoslovakia, Iraq, Bulgaria and Rumania;

Italy is aligned with Albania; and

Transylvania is part of Hungary and South Dobruja is part of Bulgaria.

Intelligence points: Commonwealth (3), Germany (4), Italy (2), Japan (1)

Production: USA ~ The US starts with a production multiple of 0.5.

Off-map production: NA

Special rules: Britain is the new home country of Belgian units. The Netherlands East Indies is the new home country of Netherlands units. French Equatorial Africa (**AfA Option 1:** Gabon) is the home country of Free French units.

Special victory conditions: None

Historical objectives: Nat. China ~ 1, CW ~ 22, France ~ 5, Germany ~ 0, Italy ~ 0, Japan ~ 8, USA ~ 14 and USSR (incl. Communist China) ~ 17.

Players' notes: This campaign is excellent for getting all players into the action quickly. Even the good ol' US of A will be pitching in in a couple of turns.

For each major power's long-term strategies, check the *Global War* (24.4.6) campaign notes. What follows covers the more immediate strategies relevant to the start of this campaign.

China: The Chinese are always living under the Damocles' sword of a major Japanese offensive. In this campaign, it is often in Japan's interest to attack you before going after the USA.

Set up defensively in the mountains and behind rivers. If Japan does decide now is the time to crush you, she can still do a lot of damage. If you are attacked, fall back gradually to the rivers and mountains that guard your industrial heart-land. Defend them to the last man and last bullet ~ and beg the Americans and British to send you build points (and even actual units via the guest HQ rule).

Avoid making risky attacks (even odds of 3:1 with a +1 is risky unless all your available INF are on the map). Once you can build a MECH unit, you may probe Japan if she is ignoring you.

Concentrate on surviving and building up as much as possible.

Once the US is in the war, the pressure comes off straight away. Build up, and prepare for your counter-strike. Once you have built most of your land units, go on the counter-attack. Even accept low odds attacks (but don't forget the golden rule ~ if you can't afford to roll a '1', don't do it!)

With a few judicious attacks, you can carve up the Japanese. They cannot afford many land actions, so the pressure you apply will bring rich rewards.

With luck and skill, you can reap a harvest of objectives in Manchuria, China and Indo-China.

USSR: This game starts with arguably the most critical land campaign in the war. If Russia goes under, or is emasculated, the writing is on the wall for the Allies. If Russia survives in strength, the reverse is true. The most exciting games evolve along the middle path. Whatever the outcome, you are guaranteed to be in the thick of the action. See the notes for the Barbarossa game for details of your defence.

If Germany does not attack this year (you will know by the end of the first Axis impulse of July/August), retire carefully to the Dvina-Dnieper river line, leaving a screen of units to the west to slow down the eventual German advance, and prepare for the 1942 assault.

You should probably take advantage of the lull to attack Persia as soon as possible. This will grab vital oil resources, open an additional supply line to the Allies, and defend against the Axis ploy of overrunning Egypt and Iraq to open the Caucasus route into southern Russia.

After you are at war with Germany, your builds will mostly comprise MIL, GAR and INF with perhaps the odd FTR and HQ. Later on, you can start to build up your air and mechanised forces.

Regardless of how well the initial turns seem to be going, demand at least 5 build points a turn from the Commonwealth and/or USA, and make it a full 10 if things are going badly; point out that their positions in this scenario are better off than yours, and they lose too when you go under.

If Germany does not attack, you must prepare for an even bigger tango in 1942. Continue to build up all your available land units first, then aircraft units second. Alternatively, if you salt away a few build points a turn, you may be able to squeeze out an offensive chit before the dance begins. This is sure to give Adolf some pause, but is a high risk ploy.

Italy: Strike for Egypt as soon as you secure the Eastern Mediterranean. Bring your (and demand German) NAV and FTRs to bear against the Royal Navy and drive it away. Follow up with your own navy, supporting overland attacks with shore bombardment, and perhaps launching an invasion onto the east bank of the Suez Canal to shut it down. You have an excellent chance of conquering Egypt if Germany supports you, so nag constantly.

If Germany decides not to invade Russia in 1941, make taking Egypt and all of the Middle East the primary Axis goal. This will aid the 1942 German attack on Russia as well.

While working on the Egyptian campaign, remain alert to the possibility of nabbing Malta. This vital hex can provide an invaluable Allied base for invading Sicily later on, so its capture should be high on your priority list. If you capture it, the Commonwealth will find it difficult to keep supply open to Egypt via the Mediterranean Sea.

Try to keep Gibraltar under threat, just in case the Allies leave it vulnerable. This can be done by building 1 or 2 more TRS (or AMPH) units, which will also allow you to reinforce North Africa and the Middle East quickly, as required.

If you are playing with optional rules, build some territorial units to defend your African empire, forcing the Commonwealth to make a large commitment to take it. Use invasions with divisions to land east of the Suez and nab a port, then bring in the heavier troops and squeeze Egypt in a vice grip. Convincing Germany to send an HQ and some land and air units into Vichy territories (via the guest HQ rule) can offer interesting threats to the Commonwealth as well.

USA: You are fulfilling the role of the arsenal of democracy. Do not stint in dispensing your resources and build points to your active allies; every bit of damage they can do to the Axis is one less piece of work you'll have to do later.

At the same time, you should be tightening the screws on Japan. Apply economic sanctions to her as quickly as you can. The sooner you can soak up the Japanese oil reserves, the sooner you will be in the game!

In the meantime, keep your production going strong. Build a few extra land units to garrison overseas locations such as Midway, Tuituila, and Dutch Harbour. Make sure Honolulu has solid land and air cover. Continue to build your naval armada of destruction. Slip in some MAR builds to present early threats to Japan. If things take a turn for the worse in Europe, you may have to devote more builds to land and aircraft units so that you can provide assistance as soon as you can persuade the public to declare war on Germany and Italy.

Do what you can to manipulate US entry to make sure you are able to do just that when needed. If there is a raging sub war threatening your Atlantic sea lanes, build some extra convoys and NAV to help out the Commonwealth. If you are playing optional rules and are worried that the Japanese player will try to take Honolulu, build a fort on the first turn. It should arrive before the Japanese get serious about invading Honolulu, and will make the hex invulnerable to invasion from the Marshalls sea zone.

Japan: You have three options to choose from: prepare to attack the western Allies very soon, attack Russia in conjunction with the Germans, or go all out into China and play defensively overseas.

Time is running out on the third option, but a poor Chinese set up could offer temptations beyond your willpower to resist.

The first option is the standard one. You don't need to hurry your attack, but you don't profit much by delaying it, once the US has cut off your oil. Prepare now. Organize your invasion fleets and decide on your strategic objectives (see *Waking Giant: 1941-1945~The US Enters The War*, for more details on what that could be).

Before the main war begins, you should occupy Indo-China, activate Siam and position troops close to Singapore. An invasion of Portuguese Timor makes for a useful stepping stone into Australia, but be sure to okay this plan with your European allies, who may not like the continental base in Portugal you will have handed the Allies.

Once you are ready, attack. Every turn allows the Commonwealth and USA a chance to improve on their rather weak initial deployment in the Pacific, and the production clock will be ticking against you once the oil is cut off. As part of this option, you might consider attacking the Commonwealth first. This will speed up US entry against you tremendously, so be very careful. However, if you can arrange to have a few extra turns to punish the British without American intervention, you might be able to do a lot of damage. In any case, try to look threatening. This will help out your allies in the Mediterranean campaigns.

The second option is very intriguing, especially to Germany. You must decide if it is a good plan for Japan. Since you've just signed a neutrality pact, neither you nor Russia can attack each other in 1941. However, a two-pronged attack on Russia in 1942 could have serious consequences to the Allied cause. Your own gains out of it are useful: Vladivostok and some

resources. However, since you are in a neutrality pact with Russia, declaring war requires a large commitment of land and air forces. This is sure to upset any dreams you had of attacking overseas, so make sure the German player is fully committed to the eradication of Bolshevism!

Generally, all you want to do in China is retain the status quo. Deploy enough HQs and land units, including one ARM or MECH, to deter (or at least punish) Chinese aggression. A strategic offensive against China should not be pursued unless it offers the prospect of conquering China within one year. With incautious Chinese play this is possible however, so allow the Chinese every opportunity to make mistakes.

If you are playing with optional rules, once you have got your economy back on track, build your SYNTH unit. Having it safely in Japan will prove invaluable later on, as your overseas oil supplies become threatened by the Allies. Also, build up any territorial units under your control, they are cheap defensive units good at covering out of the way places, and for garrison duty versus Russia.

Commonwealth: Your solitary fight against fascism is almost over and rich new allies are just around the corner. However, your years as sole torch bearer against the forces of darkness have left you quite weak. Egypt is vulnerable to Italian maneuvers in the Mediterranean, and possibly to a Japanese fleet in the Arabian Sea. So, you must act quickly to guarantee its overseas supply routes through the Mediterranean.

As your first move, you should set up strong land units in both Gibraltar and Malta to make sure you don't lose them. Then bring in NAV and FTR to these bases and use them to protect your overseas supply, and possibly to cut Axis supply. Mass together transports to bring in land unit reinforcements through the Mediterranean ~ a CV, BB, 2 CA/CL, and some TRS is a good package.

Always have a strike fleet ready in Gibraltar or Aden to sally out if the Italian navy gets frisky. Remember the words of a British admiral: "They run; we chase." Chase the Italian fleet aggressively, possibly even into bad situations ~ you can afford the losses more than Benito. But don't lose everything at once!

In the Middle East, Iraq has just turned against you. Send a strike force led by an HQ and whatever LND support you can cobble together as quickly as possible to defeat this uprising! If you dither, German support may find its way in via Syria, after which, taking out Iraq will become substantially more difficult.

Don't denude your Pacific possessions in doing any of this, if at all possible. Japan is getting ready to strike, maybe very soon, and your defenses are inadequate. Concentrate early builds on infantry type land units to help out here.

Lastly, the German U-Boat campaign is just heating up. Commit enough units to anti-sub duty to make sure the subs take their share of losses. Build some extra CONV so that losses won't be devastating, and some long range NAV to help patrol your sea lanes. Be very careful to cover the aircraft gap in the North and Central Atlantic, where you have no bases for land based NAV and few of your NAV or LND can reach, even from Canada. Deploying CV groups here is prudent, if you can afford to.

Best anti-sub play is to have some units (preferably including an air unit ~ even a FTR will do) in the 0 box with convoys, and some more in as high a box as possible. Offering this defense in every sea zone which subs can threaten is almost impossible though, so deploy your forces in proportion to the number of convoy points at risk and try to keep some convoys in reserve just in case.

If you are playing with optional rules, use your light carriers from Ships in Flames as convoy escorts, which will free up your larger CVs for fleet duty against the Italians. Some territorial units will provide troops quickly for the African theater, but don't rely on them to prosecute the attack.

Germany: You have the initiative, and a big decision to make: do you attack Russia now, or a year later? The situation in Russia is as advantageous as you could hope for in 1941, however the flanks of your European empire have not been secured in Gibraltar and Suez.

If you attack now, you must put maximum effort into the job. If you don't immediately have the required 2:1 garrison ratio, build up your MIL quickly and mass them in East Prussia and Poland to break the garrison ratio.

Alternatively, postpone the invasion and focus your production on HQs, other land units, and LND bombers. Towards the end of 1941, you should start squeezing out at least another 2 offensive chits for 1942. It is unlikely you will topple the bear in one summer, so your economy should be geared towards making the second year a decisive one.

When you attack, keep your strategic objectives clearly in mind at all times. See the notes for the Barbarossa scenario for some tactical and operational issues. The broader perspectives you must add to those ideas are: how am I going to batter the Russian economy?, and how am I going to prevent Allied lend lease from flooding into Russia?

There are three roads for lend lease into Russia, and the Axis can challenge them all: via Vladivostok in the Pacific, which Japan can cut if necessary; via Persia in the Middle East, strong aid to Italy can help them take Egypt and apply pressure to this route both overland and overseas; and the northern route via Murmansk and Archangel. This latter route is wholly up to you to cut. NAV and SUBs can attack enemy CONV, and a large effort led by your Finnish ally could also seize those ports outright. Finland can't do it alone though, so send several land units and possibly even an HQ.

In mainland Russia, you must decide whether to strike first for the Moscow region, or for southern Russia. You must also decide how much effort you wish to employ against Leningrad. It is a virtual fortress and difficult to take, but frees up many of your units if you can take it. Either make a maximum effort to take it quickly, or screen this theater.

I prefer the southern route, which aims to crack the Dnieper river line quickly with the ultimate goal of investing the Caucasus and the vital oil fields that are Russian's lifeline (especially if using the optional oil rule).

Be very wary once you take Rostov and Kharkov, the field of battle to the east is huge and you do not have a big enough army to guard your flanks. This will turn into mobile warfare in the extreme, and your opponent has the advantage of shorter supply

lines and knowing your likely routes of attack (along the rail lines). You must be cagey and use the river defenses as your own defenses.

The tough question is Stalingrad. If defended well, taking it is a major campaign and takes time and resources, but if successful, the oil fields will lay prone before you, severed from most (all, if you take Astrakhan) overland help. Screening Stalingrad while driving south is possible, but don't commit the same mistakes Hitler did: guard your flanks well and don't make needless attacks on the periphery.

If you don't attack, flood the Mediterranean with your aircraft and devote some high quality land units to help out Italy. You must take Egypt, and ideally clear out Syria and Iraq as well (and Persia, if Russia doesn't attack it first).

If you are a gambler, you could try to take Gibraltar via Spain. This is high risk, high yield. Collapsing the Vichy government should not be done lightly, and you need to do it to deploy for a good attack. Spain is no walkover, and you may need an offensive chit to barge through. Gibraltar itself will be difficult to take. Axis NAV must chase the Royal Navy from Cape St. Vincent (thus cutting Commonwealth supply). Relentless assaults, heedless of your own casualties, will be needed to take the Rock. It is quite possible that you will still be bogged down in this campaign when the summer of 1942 begins, forcing you to call off the Russian attack altogether.

If you settle on this sitzkrieg approach, make economic warfare against the Commonwealth a new priority. Build your Condor NAV unit to raid the Faroes and redouble your sub building efforts. Don't just hand the initiative over to the Allies, or you will lose.

If you are playing with optional rules, break down some corps into divisions to have some cheap losses at hand for your attacks. Spend your build points lavishly on your LND bombers early in the game, the 1942 attack planes are outstanding and if your force pool is augmented by **Planes in Flames** units, you will have a lot of them available.

24.4.2 Waking giant ~ The USA enters the war: Nov/Dec 1941 ~ Jul/Aug 1945

This game starts with Germany's offensive in the USSR stalling as the winter arrives. Japan is ready to bring the USA and the other western Allies to war with a stunning strike on Pearl Harbor and rapid expansion into south-east Asia.

First turn: Nov/Dec, 1941

No. of turns: 23

Maps used: All

Initiative: Axis +1 box. The Axis starts with the initiative.

Last weather modifier: +1.

War status: The USA is neutral. China and Japan are at war with each other. The Commonwealth, France and the USSR are at war with Germany and Italy. Vichy France is at war with (but not hostile to) the Commonwealth and Free France.

The USSR and Japan have a neutrality pact made in 1941.

Entry Chits: The US has 8 entry chits in the Ge/It entry pool and 10 chits in the Ja entry pool. She also has 2 chits in the Ja tension pool and 3 chits in the Ge/It tension pool.

The US has picked entry options 1, 4, 7, 9, 11, 13, 15, 16, 19, 22, 23, 24, 25, 26, 27, 29 & 31. Entry actions 1, 2, 3, 6, 7, 8, 13, 25, 26 and 27 have been rolled for.

The USSR has 4 defensive entry chits on the Japanese border.

Japan has 2 defensive entry chits on the Soviet border.

Reserves: Only the USA has not called out its reserves.

Control: As specified on the map except that:

the USA is aligned with Iceland and Greenland;

Japan has conquered China (east of the 1941 start line) and is aligned with Manchuria, Korea and French Indo-China;

Communist China controls Lan Chow and Sian;

the USSR has conquered Persia;

the Commonwealth has liberated Ethiopia, conquered Iraq, Italian Somaliland, Tobruk and Syria (AfA option 1: and Eritrea) and is aligned with Belgian Congo and Netherlands East Indies;

Free France is aligned with French Equatorial Africa and all French territories on the Pacific map;

Vichy France controls Metropolitan France (south of the Vichy border), and is aligned with Corsica, Algeria, Morocco, Tunisia, French West Africa, Madagascar and all French territories on the Asian and American maps;

Germany has conquered France (north of the Vichy border), Belgium, Netherlands, Denmark, Norway, Poland, Yugoslavia, Greece, Karelia and the USSR (W of the 1941 start line) and is aligned with Czechoslovakia, Estonia, Latvia, Lithuania, Finland, Hungary, Bulgaria and Rumania;

Italy is aligned with Albania; and

Transylvania is part of Hungary and South Dobruja is part of Bulgaria.

Intelligence points: The USSR (2), Commonwealth (5), Germany (4), Italy (4), Japan (1)

Production: The US starts with a production multiple of 0.5.

The Dnepropetrovsk, Kalinin, Kharkov, 1 x Moscow, Stalino, Tula and Vitebsk factories have been railed to the Asian map.

Two of them will not begin to produce until Jan/Feb.

Off-map production: NA

Special rules: Britain is the new home country of Belgian units. The Netherlands East Indies is the new home country of Netherlands units. French Equatorial Africa (**AfA Option 1:** Gabon) is the home country of Free French units.

Special victory conditions: None

Historical objectives: Nat. China ~ 1, CW ~ 22, France ~ 5, Germany ~ 0, Italy ~ 0, Japan ~ 8, USA ~ 14 and USSR (incl. Communist China) ~ 17.

Players' notes: Many of the notes included in the *Lebensraum* (see 24.4.1) and *Global War* campaign (see 24.4.6) also apply to this scenario. The additional notes below pertain to the unique nature of this scenario.

China: Continue your gradual build up, and plot for the day when the Allies are keeping Japan busy!

Italy: You still haven't taken Egypt, but the opportunity is still there. Control of the Mediterranean can be yours, if you use your NAV, FTR, and fleet wisely. If you don't, or lose control anyway, switch over to production of land units early, because an invasion of Italy is not far off. Garrison Sardinia in particular, which is vulnerable and makes an excellent Allied base.

Germany: Your die has been cast in Russia. You had a good first year, but not a great one. Russian production has not been damaged enough, despite the heavy losses you inflicted in the field.

Be defensive in your setup. The Soviets set-up after you and both the winter and a possible Russian counter-offensive are in the offing. Once you see the Russian deployment, move to take advantage of it. Your units are still far superior, and you should be able to arrange a few high odds attacks even during the winter. Low odds attacks (anything less than a modified 3:1) must be avoided at all costs, lest you give Zhukov the same opportunity that Hitler did.

Don't despair. Your ability to strike hard in 1942 is comparatively better than it was in earlier editions of the game. Build another offensive chit or two, and continue to churn out as much armour and planes as you can.

Leave a MECH, HQ, and some GAR and MIL in France just to be safe. Keeping a balanced build program (say, 1 or 2 ARM/MECH a turn) will provide a virtual defense in France as well ~ you always know you can bring some tanks into the theater fairly quickly.

Your submarine war is approaching its zenith. Take advantage of the bad winter weather to pursue it vigorously. If you can force Commonwealth and US production to replace CONV and to build anti-sub units, your Battle of the Atlantic will be an economic success, and may sever or at least divert resources and build points from aiding Russia.

If you are playing with optional rules, consider building a supply unit. This should be moved near the front to ensure your supplies, and might be especially handy to assist your backup defense if you go on the offensive immediately and things go sour. As always, break down some corps into divisions for soak off losses.

USSR: You have survived the onslaught ~ barely. However, you are still weak, and you should make sure the Commonwealth and USA are making a maximum lend lease effort. Keep production focused on land units, you will need them. Make sure you build ARM and MECH units as well as MIL, GAR, and INF. Unlike earlier versions of **World in Flames**, your INF aren't all that good (yet), and you'll need the ARM and MECH units to be able to stand up to the Germans.

Be on the lookout for the opportunity to counterattack with your winterized white print units. Don't force the issue, though. If Germany retires to defensive positions, let her; you are not strong enough yet. Defend behind rivers, in cities, forests, and swamps before the next summer begins. All of the tactical hints from *Barbarossa: the Russo/German War* are still in force.

Accept the fact that the Germans still have the strategic initiative, but try to funnel it where you can handle it. Then ready your own tanks for counter attacks. It is unlikely that you are going to be emasculated at this stage, but don't take foolish chances until you are 100% certain of it.

If you are playing with optional rules, you may wish to build a SKI division. This nifty unit can cause havoc to Axis supply lines on snow or blizzard impulses. Add the lend lease US and Commonwealth FTRs to your force pools. As this point, they are better than your own. Worker units will augment your MIL, providing more units when you need them in a hurry.

Commonwealth: You've gained one major ally and the US is just turns away from war (hopefully). Egypt and the Mediterranean are still imperiled though, and your Pacific defenses are weak. Do what you can about these theaters (see notes for *Lebensraum: June 1941 - 1945 ~ Germany Turns East*).

However, you are now a few turns closer to turning the corner. Be careful to guard your convoy lines against those nasty submarines. If you can maintain high build rates and hold onto many overseas territories, you should be able to turn that corner and begin to advance in some theaters within a year.

Co-ordinate with the USA for an early offensive in Europe to upset Axis plans. Begin to switch your production towards your strategic LND bombers (especially with the additional counters from **Planes in Flames**). Opening a second front over the skies of the Reich is well within the capabilities of the RAF, even without American help.

In the Pacific, build up your infantry type units quickly, and try to sneak some to forward locations like Rabaul and Singapore in an effort to slow down Japanese efforts to secure these bases. Do whatever you can to put Japan off balance and disrupt her timetable. Every turn gained is a turn closer to American naval domination.

Your Pacific fleet is something of an anomaly, though. There is little it can do there if the IJN comes after it, other than get sunk. Make sure this doesn't happen. Deploy some INF and FTR units to Aden and base it there, or, if Egypt falls, retreat to South Africa if necessary.

If Japan comes after one of your home countries, press the US to prepare invasions on her flank, and/or to provide any manner

of assistance possible. Your ability to reinforce these theaters will be quite limited.

If you are playing with optional rules, some of your territorials should be called up to provide immediate defensive help.

USA: The curtain is about to go up in the Pacific, and you aren't as ready as you'd like. Build some land units quickly to garrison Honolulu, Midway, Dutch Harbor, and Samoa. The Japanese will run rampant at first and all you can do is slow their advance. Make sure your primary naval base at Honolulu is secured by FTR, NAV and land defenses once at war with Japan. From here you can threaten many different locations.

Happily, your new fleet is well under way. Continue it as your first production priority, no matter how much Russia and the Commonwealth yammer about lend lease (unless Russia is about to collapse). Being generous to your allies is still a good idea, however, as it allows them to do more of the fighting and dying for you. Build some MAR early, to present a threat to Japan, and make sure that SUBs and AMPHs are part of your overall build up.

If you are playing with the **Ships in Flames** units, try not to drool too much. Your naval building options are exponentially increased. Should you build more subs? More Iowa-class battleships? More Essex-class carriers? More cruisers? Remember that you can't have everything. Tailor your naval builds to your goals; more battleships to support invasions; cruisers to protect convoy lines and escort your carriers; enough subs to make sure Japan feels *very* threatened; and enough carriers to win the naval war (make sure you have at least as many, and preferably a few more, than Japan).

Building the fast-arriving Princeton-class light carriers is a good way to project some air power quickly, both in the Pacific and Atlantic (they make excellent ASW platforms to guard the North Atlantic). Your Mustangs, Lightnings, Hellcats and Corsairs, especially if augmented by additional counters from **Planes in Flames**, should be built vigorously so that you can dominate the skies. Break down weak INF units into divisions and then carry them with SCS units quickly to remote locations, in order to frustrate Japanese goals and perhaps launch a flanking invasion or two.

Japan: War has broken out across Europe, but the USA is unfairly trying to place economic restrictions on you. Your oil has been completely cut off and you must do something about it quickly, or admit strategic defeat (especially if you are playing with the optional oil rule). You are at a disadvantage in not being sure what US entry and tension levels are but you also have many advantages. Your fleet is in excellent shape, and the Commonwealth and USA are in terrible positions in the Pacific, having neglected their overseas defenses. The time to attack is now!

Set up your carrier fleet in the Marshalls sea zone, along with light SCS escort, as if it had moved last turn and remained at sea. You should be prepared to use your offensive chit on your first impulse to call a super combined action, and to declare war on the Commonwealth (including NEI) and USA together. The impulse is critical and must be carefully planned. In addition to the port strike on Honolulu, you may wish to use NAV to port strike any units set up in Singapore and Manila as well. Then you'll need to move out your invasion fleets.

You only have 2 MAR and 2 INF (which can invade off your AMPH) for invasion units. They should be used singly on the surprise impulse against hexes where your invasion is unopposed. Your best three targets are the 2 oil resources hex in the NEI, Rabaul, and the resource hex in the Philippines. Note that your MAR can alternatively walk into the northern Philippines, so you could save the use of a TRS here.

Use your navy to cut supply to Rabaul and into the South China sea zone, and your extra TRS to ferry forward HQs and other supporting INF units. You should also activate Siam on this impulse, and your land units in Indo-China can begin marching overland towards Singapore. Your aim is to seize your perimeter first, while cutting off supply to interior locations (like Manila, Guam, Hong Kong, and Singapore). You may then destroy them at your leisure.

Once you are ashore in these places, it is only a matter of time until you take them. While still mopping up, you should be going onto your next offensive. This second wave is your primary strategic decision to make. Your options are: India, Australia and New Zealand, or Honolulu. All are difficult campaigns, and it is highly unlikely that you will be successful if you try to switch from one to the other in mid stream. It is not even likely that you will succeed at the campaign you choose! For this reason, conservative Japanese players might follow a fourth option based purely on perimeter defense.

The attack on India is both the most difficult and potentially the most rewarding. This campaign should only be undertaken with solemn promises from your European allies that they are making the control of the Suez Canal a top priority. If it is, your campaign will be complementary. The Japanese navy can easily cut overseas supply through the Red and Arabian Seas to help the Axis take Egypt, and the pressure on the Commonwealth in the Med will divert reinforcements to that theater, and probably prevent the Allies from slipping reinforcements into India via the Mediterranean. While getting ashore in India is easy, getting to Delhi is difficult. Simply put, Japan will have to make a very large commitment of land troops to push inland, and at the same time will need to maintain an iron blanket blockade around India to prevent outside help, all while keeping the Americans busy in the eastern Pacific!

Your first goals in this strategy must be to take Ceylon, get ashore in India, probably south and west of Calcutta, and possibly even to push some units overland from Siam through Burma, to press Calcutta from both sides. With your naval superiority, you should be able to take Calcutta and Ceylon. After that, though, it is up to the IJA to attack inland, and this will be very difficult. If you try to conquer India, you must make a maximum commitment to doing so, paring all other theaters, especially China, down to the bare minimum ground troops. If you succeed, and the Axis conquer Egypt, you will link up in the Middle East and divide the rich oil fields between you!

An attack on Australia is like India in many ways. It is easy to get ashore, and grabbing Brisbane should be feasible. By the time you are able to press inland, however, the Americans will be getting very pesky on your flanks, and quite possibly they will be able to maintain sea communications to south eastern Australia. More importantly, they will be able to threaten your vital sea lines in the South China and China Seas. One possibility for Japan is to invade and conquer New Zealand first. This will give the Aussies more time to prepare, but it may do a better job of securing your blockade in the region. Either of these

courses for the Australasia campaign will stretch your navy to its fullest, because your supply lines will be long, your fleet will be needed for offensive operations against your target, and your main opponent, the US navy, will be free to attack you.

If you are able to take Honolulu, you will be able to interrupt overseas communications between the United States and the rest of the Pacific Ocean, which can have numerous benefits.

The best approach to Honolulu is to invade some of the hexes to its west, probably including Midway. This will give you vital air bases to project power into the Hawaiian Islands and Christmas Island sea zones. The only way you can take Honolulu itself is to cut off its supply, and you must dominate all three sea zones to do this ~ no easy task. However, a dedicated attempt to do so is sure to draw American forces into battle on terms presumably of your choosing. Make the most of the battle and don't let a Midway-like disaster happen to you!

The fourth option is one of strategic defense. This calls for setting up a strong defensive perimeter and husbanding your fleet and air forces. Your perimeter must include all of the islands in and adjacent to the South China Sea, the Bismarck Sea, and the Marianas. It should also include as many other ports adjacent to the Marshalls, the Solomons, the Coral Sea, the Timor Sea, and the Bay of Bengal as possible.

This second layer of sea zones brings you into conflict, as they are defended, and many (i.e., Honolulu, India, Australia) are not really part of this strategy at all. However, some minor ports which are strategically located should be secured; nab as many of Midway, Suva, Espiritu Santo, Guadalcanal, Port Moresby, Portuguese East Timor, Colombo and Trincomalee as you can. Additionally, an overland seizure of Burma will grab you another oil resource and provide excellent defensive terrain to forestall Allied overland attacks out of India.

If this strategy sounds familiar, it is because it is pretty much what the Japanese historically pursued (by default or design). Their original war plans were almost exactly these. Don't commit the same mistakes they did by dividing your forces and trying to pursue too many of the secondary campaigns at once! Keep your forces focused, especially since you are not directly hunting the American fleet, which might counterattack at any moment.

Regardless of which strategy you pursue, your offensive period will begin to fade by the summer of 1942, and probably be over by the end of the year. Recognize this fact and restrain yourself from beginning any new offensives, even if circumstances look promising. Allied production outstrips yours, and hordes of Essex class carriers will soon be giving you nightmares, if they aren't already.

Within a few turns after war has begun, Japan must be defending her major ports with at least one land unit. By the middle 1943 all ports within 2 sea areas of Allied bases must be defended or you may lose them. Be especially protective of any port on the join of two or more sea zones. These will be primary targets of the Allies, but you can take advantage of your interior lines to more easily maintain supply to these locations.

The late game will see you either hanging on grimly, if the Allies are pursuing a German-first policy, or under heavy assault if you are the primary target. If the latter is true (counting how many carriers the USA builds and how quickly they'll arrive is a good indication), you must begin retaining defensive land units in Japan itself from early in 1943. Your goal if you are the Americans' target is to cause as much loss of American units as possible. Defend tenaciously everywhere. When your fleet is being reduced to cinders, try some kamikaze raids to inflict damage. If you can prevent the Allies from conquering you, Germany and Italy should be doing well enough to win the game for the Axis. The defensive terrain in Japan is excellent, so make the westerners pay for every hex.

If the Allies have focused their efforts in Europe first, you will still face heavy attacks late in the game, and the above strictures still hold true. Once the Allies are ashore in France and have defeated Italy, they no longer need their fleets in Europe and will throw the kitchen sink at you, hoping to make late, but serious, inroads. However, you will have a few extra turns to set up your defenses.

Japanese production once at war is of primary concern. Build some extra CONV to keep in reserve, and defend against convoy raids, especially by enemy submarines. You must build all of your NAV as quickly as possible to support fleet operations and maintain your supply lines. Some of your SCS will have to be devoted to protect your convoys once the Allies start massing three or more subs against you. The only way you can defeat the American submarines is to dedicate strong NAV and SCS forces to protect your vulnerable convoys.

If you are playing with optional rules, your initial strategic options will be buoyed by the addition of divisions from **Asia Aflame** and **Mech in Flames**. Use their ability to invade from SCS (of which you will have many more if playing with **Ships in Flames**) to good advantage on your surprise impulse. You will be able to target 2 or 3 additional invasion sites on that surprise impulse with your divisions (which you'll get by breaking down some corps). The best use of them is to take the weakly defended interior locations mentioned above, allowing you to redirect your corps to attack your strategic locations a few turns earlier, improving your chances of taking them.

Your expanded pool of NAV and FTR from Planes in Flames should be built vigorously; they will give the Americans nightmares later in the war (unfortunately, the extra American planes will give you nightmares too!) Laying down some more SCS and CVs is also a good idea. The later carriers in particular should be built, and you have quite a few CVs already under construction that should be completed. Build many carrier planes to ensure that you have reserves to re-equip your CVs after large engagements; if the Allies strike at you quickly they can always be placed on land too.

If the oil rule is in play, building your SYNTH plant is an immediate necessity.

24.4.3 Brute force ~ The Allies hit back: May/June 1942~July/Aug 1945

This game starts with Germany's summer offensive towards Stalingrad and the Caucasus. The Japanese are considering their next move after their unexpectedly successful sweep through SE Asia and the Pacific. Meanwhile, the USA is preparing to land in North Africa and, in the Pacific, is gathering its forces for the long struggle on Guadalcanal, the inconclusive battle of the Coral

Sea and the more decisive event at Midway.

First turn: May/June, 1942

No. of turns: 20

Maps used: All

Initiative: Axis +1 box. The Allies start with the initiative.

Last weather modifier: Nil.

War status: The Commonwealth, the USA, China and Free France are at war with Japan. The Commonwealth, the USA, the USSR and Free France are at war with Germany and Italy. Vichy France is at war with (but not hostile to) the Commonwealth and Free France.

The USSR and Japan have a neutrality pact made in 1941.

Entry Chits: The USSR has 7 defensive entry chits on the Japanese border.

Japan has 4 defensive entry chits on the Soviet border.

Reserves: All major powers have called out their reserves.

Control: As specified on the map except that:

the USA is aligned with Iceland and Greenland;

Japan has conquered China (east of the 1942 start line), Hong Kong, Burma (south of the 1942 start line), Malaya, Papua and Dutch New Guinea (north of the 1942 start line), the rest of the Netherlands East Indies, North Borneo, Christmas Island (East Indian Ocean), East Timor, the Philippines, Wake Island, Guam, Admiralty Islands, New Ireland, New Britain, Nauru, the 3 Gilbert Islands hexes, Pacific hexes 1915, 1916 and 2016 and all islands exclusively in the Bay of Bengal; and is aligned with Manchuria, Korea, Siam and French Indo-China;

Communist China controls Lan Chow and Sian;

the USSR has conquered Persia;

the Commonwealth has liberated Ethiopia, conquered Iraq, Italian Somaliland, Libya (east of the 1942 start line) and Syria (**AfA option 1:** and Eritrea) and is aligned with Belgian Congo;

Free France is aligned with French Equatorial Africa and all French territories on the Pacific map;

Vichy France controls Metropolitan France (south of the Vichy border), and is aligned with Corsica, Algeria, Morocco, Tunisia, French West Africa, Madagascar and all French territories on the Asian and American maps;

Germany has conquered France (north of the Vichy border), Belgium, Netherlands, Denmark, Norway, Poland, Yugoslavia, Greece, Karelia and the USSR (W of the 1942 start line) and is aligned with Czechoslovakia, Estonia, Latvia, Lithuania, Finland, Hungary, Bulgaria and Rumania;

Italy is aligned with Albania; and

Transylvania is part of Hungary and South Dobruja is part of Bulgaria.

Intelligence points: The USSR (2), USA (6), Commonwealth (5), Germany (7), Italy (4)

Production: The US starts with a production multiple of 1.25 (increases by 0.25 every Nov/Dec).

The Dnepropetrovsk, Kalinin, Kharkov, 2 x Moscow, Stalino, Tula and Vitebsk factories have been railed to the Asian map.

Off-map production: NA

Special rules: Britain is the new home country of Belgian units. French Equatorial Africa (**AfA Option 1:** Gabon) is the home country of Free French units.

Special victory conditions: None

Historical objectives: Nat. China ~ 1, CW ~ 22, France ~ 5, Germany ~ 0, Italy ~ 0, Japan ~ 8, USA ~ 14 and USSR (incl. Communist China) ~ 17.

Players' notes: See the notes to the *Global War* (24.4.6) campaign, and also the *Lebensraum* (24.4.1) and *Waking Giant* (24.4.2) campaigns. Some additional notes below pertain to the unique nature of this scenario.

China: It's time to attack. Build some MECH, FTR and LND units. Once they are in position, begin, but be prudent and modest in your initial goals. Gain a hex here or there while trying not to lose any important units. Once Japan begins to lose naval supremacy, you can rev up your attacks proportionately. Japan will have to send its reserves to defend overseas locations.

You may wish to drive towards Canton in the south east. Having a port to your name would be handy, and allow you to construct your modest navy ~ the sub would surely be appreciated by your allies.

If you are playing with optional rules, you may wish to take advantage of your ART units. The anti-tank guns provide a good defensive bulwark against the Japanese armoured units, and your field artillery can bombard to prepare for your attacks.

If possible, persuade the US to establish a pipeline and slip you one build point per turn so you can build the US lend lease planes which will buttress your attack immensely.

USSR: You are fresh from some successful winter attacks, but don't let it go to your head. Let Germany take the first offensive in the summer, since you are not yet strong enough to dictate the action. Defend vigorously ~ Germany is still capable of doing quite a lot of damage, and the risk of a devastating breakout is still there.

Once the German attack has played itself out sufficiently, look for counterattacks in the autumn of 1942. If the Allies have been lending you 5 to 10 build points a turn (as you should have been insisting), your economy should be in good enough shape to take some risks. Swooping in from the north east, south of Leningrad and north of Moscow, and striking towards Vitebsk, can open up a new front that Germany certainly does not want. Stretch Germany as much as you can safely do it. You'll reap dividends from this strategy eventually, although possibly not for another year.

If you are playing with optional rules, start building your new anti-tank guns as soon as you have some breathing space. They are very useful against German armour. As always, other divisions should be used on the attack, and your SKI troops should be in play every winter to try to cut German supply lines.

Italy: You still haven't taken Egypt, and time is almost up. The US is in the war and, before you know it, it will be pouring land units into Europe somewhere and probably into Africa too! Use your NAV to dominate the Eastern Mediterranean to lead one final attack against Egypt. You have a long way to go to get to Alexandria, so this is no time for finesse ~ you must go all out and risk casualties. If you do not take Egypt very quickly it will be too late; your only advantage is that the Commonwealth has few units here.

If you do conquer Egypt, fan out rapidly into the middle east to capture those vital oil fields.

If Malta has no more than 1 land unit on it, you should consider invading right away. Like Egypt, things are only going to get tougher.

If you are unable to take Egypt in the first three turns, it is highly unlikely you will ever do so. If this happens, go onto the defensive, and quickly reinforce the Tripoli region. Try to get a MECH or ARM unit there to help repulse invasions (recalling the HQ-A Rommel from the offensive would help). Tunisia or Libya west of Tripoli is easily invaded from the Western Mediterranean. Don't let a quick drive against Tripoli catch you flat-footed. Once it falls, the next stop will probably be mainland Italy for the Allies.

Watch out for Allied invasions in Morocco, Algeria, Tunisia, Sardinia and Libya. If a large American fleet rebases within range of the Mediterranean, your lifeline to your African possessions will be at risk. Then you must leave a substantial number of units all over Italy to prevent the invasion from being in your homeland!

Sardinia is very vulnerable and an excellent base for the Allies. Garrison it heavily — ask Germany for a spare MECH here as well, if possible.

Focus your builds on your land units first, and air units second; naval units are a waste of time at this stage, except perhaps for the repair of a TRS or AMPH.

If you are playing with optional rules, build your MECH division and your ARM division. This will give you two extra units to enable you to blitz the Allies off of any beachheads they might establish.

Commonwealth: Finally, the US has joined forces with you in Europe and across the world. The long defensive trail is coming to an end and it's time to prepare a counter offensive or two. First, you must secure Egypt by assuring overseas supply through the Mediterranean quickly, or else you may lose it ~ Japan can easily cut your supply via the Red Sea. Defend Malta strongly; its airfields and naval base will prove invaluable.

Your Asian and Pacific territories are lightly defended, so your builds should be a mixture of land and FTR and NAV units early on. But otherwise you should let the growing American fleet take on the job of distracting the Japanese.

Towards the end of the year, begin building up your LND bombers to start the strategic bombing offensive against Germany, and make sure your AMPH are under construction to lead your return to the continent.

Should Germany break through in Russia, you and your American friends must arrange an immediate invasion into France to relieve pressure. Whether your invasion penetrates inland or not is inconsequential, your purpose must be to divert German reinforcements from hustling to the eastern front and exploiting openings against the bear.

Don't ignore the German submarine fleet and surface raiders. They should remain a top priority for the Royal Navy until exterminated.

If you are playing with optional rules, build some of your specialty divisions. The 51st Airlanding division and 79th marine-capable ARM division are especially useful. Your divisions can invade off TRS (and possibly SCS, if using that option) and will offer Germany threats from Narvik to Bordeaux.

Continue to churn out your impressive **Planes in Flames** air force at a high pace, if playing with that module; the RAF is your best all-purpose asset.

Japan: You are fresh off a very successful first round of victories against the imperialists, and are seeking new targets. Historically the Japanese lost 6 carriers in the next 4 months, and ensured their ultimate defeat ~ do not let this happen to you!

You are still capable of pursuing overseas offensives (see notes to Guadalcanal: The Tide Turns, 1942 for ideas on some), but you must realize one paramount truth: American production swamps yours now, and it's going to get worse. Any battle in which you lose as much as the Allied navies should be viewed as a terrible defeat. They can easily make good their losses; you will struggle to do so. Therefore, your naval goals have to be to lure the US fleet into battle on your terms. This means you must be in a higher sea box section and with strong NAV and FTR support. If you can force the American fleet into an air to sea battle involving your land based planes, you could come out with a good win.

Taking the battle to the USN without your land based planes will be difficult, however, so you must remain flexible and alert to opportunities and mistakes by your opponent. You must keep a close eye on the number and position of US CVs, AMPH, and MARS. Once American carriers have air power equal to your own they will be prepared to challenge you somewhere, and their marines can lead quick-hitting invasions into the Marshalls Islands, Marianas Islands, and God knows where else. Your best defense against them

will be a reserve fleet to counter attack, and smart land unit placement on your ports.

If you are playing with optional rules, it's not too late to lay down new carriers and cruisers from **Ships in Flames**. They will be very useful late in the war; the former to keep the American fleet from getting too frisky, and the latter to defend your CONV against American submarines. Also, build all of your NAVs and as many FTRs as possible from **Planes in Flames**, as well as the extra GAR units from **Mech in Flames** for static island defenses.

Forts can be strategically placed on Truk to secure your fleet and mainland Japan to give fits to the Allies' hopes of conquest.

USA: You are still very much on the defensive in the Pacific. The Japanese carrier fleet is a match for yours, and her supporting land based air would give the IJN a decisive edge in any battle. Look for opportunities to engage the Japanese fleet, but only on your terms. This means roughly equal air to sea factors, probably an edge in surface power, and no substantial Japanese land based air available. If you can't arrange that, then be patient, eventually your shipyards will allow you to. In the meanwhile, continue to ferry in land unit reinforcements to threatened areas.

In Europe, you should be getting ready to make your presence felt somewhere. Your units aren't strong enough to take on the Wehrmacht head-on, so look for a peripheral theater where you can use your (and the Commonwealth's) navy to good advantage. The northwest of Africa is such a location, as is Sardinia. Both provide valuable bases for Allied aircraft to dominate the Mediterranean. Another ploy is to invade neutral Portugal, build up there, and attack Spain. Germany will find it hard to send reinforcements to Spain without causing the collapse of the Vichy French regime.

Continue the naval builds already in progress at the start of the scenario. Lay down new AMPH, SUB, and TRS units, and some new CV and SCS if you are planning to hit Japan first or have taken heavy losses in the first few turns. Once you have enough land units in place, concentrate on building up your air force. It can be dominating by 1944 if you put the effort into it. This is especially true if playing with **Planes in Flames**. Churn out your FTRs especially; many are capable of bombing missions as well. If you are playing with **Ships in Flames**, build extra TRS in an attempt to get your naval supply units onto the map. Their ability to transform a minor port into a major naval base is invaluable. Build your ENG from **Mech in Flames** to repair captured port facilities as well. They have a myriad other uses as well.

Germany: You have enough land power left to have another shot at Russia, but the odds of severely wounding the bear are long. You might try to soften him up with air strikes before committing to any major ground campaigns. If your planes succeed, you can follow up, but, if not, wait for a better opportunity later. Do not squander your strength in Russia. The Commonwealth and USA will be engaging your troops in distant theaters before the end of the year, and the longer the casualty list is in Russia the harder it will be to reinforce all your commitments adequately.

That being said, you can't simply go on the defensive in Russia, either. You must continue to seek out attacks, if only to inflict some casualties. The longer you are able to keep Russia focused on building infantry, the longer before she has much air power or any offensive chits to hurl at you. It is especially rewarding to see large chunks of Allied lend lease being put on the field as defensive troops rather than offensive materiel.

You should concentrate your attacks towards Leningrad, Moscow or Stalingrad. If you don't hold one of these cities by the start of 1943, Russian production may begin to overwhelm you.

When the bad weather arrives, make sure your supply lines are safe. Russia should not be able to do too much damage to you yet, unless she can isolate some units and pound on them, so don't let that happen.

You should provide whatever support you can to Italy in her attempts to punch through and take out Egypt. Losses here are well worth it, because you have the chance to close the Allies out of a theater of battle completely. This may be your last chance to do that anywhere.

Try to keep the Allies busy with submarine and SCS sorties. Your object at this juncture is not (unless you get very lucky, very quickly) to sever supply lines, but rather to tie down as many Allied naval and air units as you can. Keep both surface and underwater fleets alive at all costs. Use them at your discretion for raids to keep the Allies guessing, but now is not the time for savage all out attacks. Your production should be in good shape, but it will shortly be needed for land and aircraft units. If you are able early on, rebuild some damaged SCS and continue to lay down subs. The longer you can sustain naval threats, the slower the Allies will be to muster large invasions anywhere.

If things go well, build another offensive chit or two. Devastating counter attacks are your best defense against Allied incursions upon your newly won territories. You are still master of Europe, and there is a decent chance you can remain that way until the end of the game.

If you are playing with optional rules, use your additional ground units from Mech in Flames to expand your army to meet your various theater requirements. Build your Planes in Flames FTRs and LNDs as well, to maximize your power and flexibility of response. Building some SYNTH can be helpful if the oil rule is in play.

24.4.4 Darkness before the dawn ~ The beginning of the end: Jul/Aug 1943 ~ Jul/Aug 1945

This game represents the final third of the war. The Axis powers control most of Europe but the Allies have rebuilt and are now the stronger side. The United States' entry into the war has contributed enormous industrial potential to the Allied side and the Allies have converted that into a material advantage. Now they are ready to employ it. Before then, the Germans prepare for one last gamble - Kursk. If that fails, the Soviets will start their irresistible drive on Berlin. Meanwhile, the Western Allies have cleared North Africa and are ready to land in Sicily. In the Pacific, the Japanese imperial dream is evaporating. Losses at Midway, Guadalcanal and Papua have put them firmly on the defensive and the USA is now prepared to leap across the Pacific to begin liberating the Japanese conquests.

First turn: Jul/Aug, 1943

No. of turns: 13

Maps used: All

Initiative: 0 box. The Allies start with the initiative.

Last weather modifier: Nil.

War status: The Commonwealth, the USA, China and Free France are at war with Japan. The Commonwealth, the USA, the USSR and Free France are at war with Germany and Italy.

The USSR and Japan have a neutrality pact made in 1941.

Entry Chits: The USSR has 9 defensive and 4 offensive entry chits on the Japanese border.

Japan has 7 defensive entry chits on the Soviet border.

Reserves: All major powers have called out their reserves.

Control: As specified on the map except that:

the USA is aligned with Brazil, Iceland, Greenland and Guadalcanal;

Japan has conquered China (east of the 1943 start line), Hong Kong, Burma (south of the 1943 start line), Malaya, Papua and Dutch New Guinea (north of the 1943 start line), the rest of the Netherlands East Indies, North Borneo, Christmas Island (East Indian Ocean), East Timor, the Philippines, Wake Island, Guam, Admiralty Islands, New Ireland, New Britain, Nauru, the 3 Gilbert Islands hexes, Pacific hexes 1915, 1916 and 2016 and all islands exclusively in the Bay of Bengal; and is aligned with Manchuria, Korea, Siam and French Indo-China;

Communist China controls Lan Chow and Sian;

the USSR has conquered Persia;

the Commonwealth has liberated Ethiopia, conquered Iraq, Italian Somaliland and Libya (**AfA option 1:** and Eritrea) and is aligned with Belgian Congo;

Free France controls all French territories (except Corsica), Syria, Morocco, Algeria, Tunisia, Madagascar, French West Africa and French Equatorial Africa;

Germany has conquered France, Corsica, Belgium, Netherlands, Denmark, Norway, Poland, Yugoslavia, Greece, Karelia and the USSR (west of the 1943 start line) and is aligned with Czechoslovakia, Estonia, Latvia, Lithuania, Finland, Hungary, Bulgaria and Rumania;

Italy is aligned with Albania; and

Transylvania is part of Hungary and South Dobruja is part of Bulgaria.

Intelligence points: The USSR (2), USA (8), Commonwealth(6), Germany (2)

Production: The US starts with a production multiple of 1.5 (increases by 0.25 every Nov/Dec).

The Dnepropetrovsk, Kalinin, Kharkov, Krasnodar, 2 x Moscow, Stalingrad, Stalino, Tula and Vitebsk factories have been railed to the Asian map.

Off-map production: NA

Special rules: Britain is the new home country of Belgian units. French Equatorial Africa (**AfA Option 1:** Gabon) is the home country of Free French units.

Special victory conditions: None

Historical objectives: Nat. China ~ 1, CW ~ 22, France ~ 5, Germany ~ 0, Italy ~ 0, Japan ~ 8, USA ~ 14 and USSR (incl. Communist China) ~ 17.

Players' notes: Many of the notes included in the *Brute Force* (see 24.4.3) and the *Global War* campaign (see 24.4.6) also apply to this scenario. The additional notes below pertain to the unique nature of this scenario.

Italy: You have lost your African empire, and the US and Commonwealth are poised to invade your homeland! You must act decisively, and your set up is very important. All of your coastal factory hexes need at least one land unit, and Rome should have two. Position your ARM so it can react to as many locations as possible; northeast of Rome is a good location. You'd also like to defend La Spezia, Salerno, and Bari, in an attempt to deny any ports in Italy proper to the Allies, but that won't be possible right away. German units can strategically move to these locations and should do so.

Sicily and Sardinia are probably goners, and you should not worry about them too much. If the Allies do invade Sicily, quickly reinforce the mainland side of the Messina Straits, so that overland access is denied without a tough fight. Leave your fleet under FTR cover and be prepared to throw it into battle once the Allies come into the Italian sea zone. The odds might be bad, but this is the last chance for them to sail.

Your LND and the German bombers should be able to reach every hex in mainland Italy, in order to try to make sure any invasion has its units face down if they get ashore. Germany must support you quickly and in force, and you must make this abundantly clear to Adolf. Recall your troops from foreign lands, and use them to garrison second line locations. Your object is to preserve as much of your army as possible, to avoid the garrison value surrender condition.

Have German troops do the front line fighting; they're better at it anyway. Germany must send at least 2 MECH or ARM, another 4 or 5 infantry corps, and a second HQ to help out Kesselring. That might stem the tide. An additional influx of 4 or 5 German FTRs and LNDs will make this a less pleasant theater for the Allies.

The Italian peninsula offers difficult terrain for the attacker. If you can make use of it and bog down the Allies, you can turn

this situation somewhat to your benefit. If you do lose a factory hex, counter attack it furiously, or else your demise is imminent.

Concentrate your own builds on cheap, quick land units. You will need everything you can get your hands on.

If you are playing with optional rules, artillery units from **Asia Aflame** will be a godsend. They will give you another half-dozen units to scatter throughout Italy to bolster your defense. Keep the field artillery off the coast but able to provide ground support to several hexes likely to be invaded. Use the anti-tank and AA units to put second unit on some factory hexes right away. Use the extra GAR units from **Mech in Flames** for some cheap stop-gap builds.

China: Look for opportunities to attack. Build your specialty units (MECH, PARA, MAR) to offer a variety of pesky threats to Japan.

Try to target Japanese HQs for destruction. If you can kill or shatter them, inland Japanese troops will have a hard time getting supply and may be vulnerable, especially if you've built some LND bombers.

If you are playing with optional rules, break down some corps into divisions. Their usual use ~ cheap losses ~ is still a good one, but you can also use them to try to slip between enemy lines and cut rail lines and other supply routes while risking little.

Japan: The tide has turned at sea, and the US has superior naval power. Your own capabilities, though diminished, are not yet wholly drained, however. Your naval play must be defensive from this point onwards. Use your fleet sparingly, and above all, make sure it is based in a safe location. You need to keep some fleet around for another two years to make the Allies play more cautiously.

In the meantime, your land based FTRs and NAVs are your best weapons. Seek to engage them in air to sea confrontations with American CVs. With some luck, you'll sink something and get away. As 1944 approaches, expect a large Allied offensive somewhere in the Pacific. Now you must position your FTRs and NAVs at strategic locations astride two or three sea zones, in order to maximize the power you can project while maintaining flexibility.

Make good use of your interior lines of communication and bases. Keep your own TRS and AMPH in rear locations with spare troops on board. They can be used to reinforce or to counter-invade. Leave your SUB units out at sea in the Bismarck or Marianas to try to pick off key units in an Allied invasion force. If you do get into battle with an Allied invasion fleet, normally you will try to use your NAV to damage enemy AMPHs and TRS to stop their troops from getting ashore. However, sometimes targeting enemy CVs can be rewarding as well.

Don't forget to guard your own convoy lines. If these are severed quickly, your production will plummet (and, if the oil rule is in play, your navy will be hamstrung). Try to make sure that any Allied surface fleet foolish enough to raid the South China or China Seas pays a heavy price.

Watch out for a Russian buildup on the Manchurian border. If one begins, withdraw from China back towards Manchuria. Russia will be calling land actions nearly all the time and you won't be able to match her, as her relative capability to bring in reinforcements is much higher than yours. Chances are, you will not have enough land units to defend China, as well as Manchuria and the various overseas locations that are important, so conceding the forward lines in China in order to free up some units is the best play.

If you are playing with optional rules, build your NAV from **Planes in Flames** as fast as you can. They can extend your counter-striking power, and are your best defense against invasions. Be very wary about American MAR divisions. They are less powerful than corps but just as deadly at creeping along island chains and grabbing advanced bases cheaply. You might demonstrate your seriousness by sending one or two NAV in as kamikazes early on to send a message to a casualty-wary American player.

Germany: Your offensives in Russia are over, and you'd better admit it. An attack on, say, Kursk, is unlikely to achieve any strategic objectives, save your early destruction. The only large scale offensive worth considering is one to throw the western Allies off continental Europe.

Russian production is safe and large and, unlike yours, not being incessantly bombed. Stalin will gladly play attrition games that you cannot afford. Shorten your lines quickly and seek out superior defensive positions. A retreat behind the Dneiper as quickly as possible is a good idea, but only when your HQs can get safely across the Dneiper as well.

If you are able to take up strong defensive positions, you will be able to send reinforcements to Italy, where they are desperately needed. You must send at least 2 MECH or ARM, another 4 or 5 infantry corps, and a second HQ to help out Kesselring. As much air power as you can spare will also be very useful. Italy cannot stand on her own, and if she falls in the first few turns, the Axis cause is doomed. With aggressive commitment of units and bold counter attacks, you can still save Italy; you may even drive the Allies back into the sea. Wholesale slaughter of Allied MAR and PARA units will give you (and Japan) considerable breathing space.

Your production is still good, but the Allied bomber offensive is underway. FTRs and land units are your first priorities now. You will be obliged to base FTRs in Germany over your industrial heartland in order to challenge these raids. Your FTRs, especially the 1944 ones, are outstanding, and a dedicated commitment to building them should be undertaken at once. This is especially true if playing with **Planes in Flames**. A Luftwaffe heavily armed with jet fighters is within your grasp, and will be a powerful deterrent to Allied aggression.

If using **Mech in Flames**, build some of the extra GAR units early on. These can be placed in France or used to defend cities in Russia, freeing up more mobile units for other tasks. Building some fort units to guard the Vistula river and Carpathian mountains is a good idea, but build them right away to ensure their placement before the Russian tanks get there. Use the AA units from **Asia Aflame** to put some withering flak over your factories in the Rhineland.

USSR: At last, it's time to attack! The German army, however, is a tough nut to crack. Lead with ground strikes to try to soften up some units, then use your ARM or MECH advantage to force the kind of attack you want. If the defending units are especially

good, and you can get decent odds (2:1, +1 or better) with a designated casualty you don't mind losing, then assaults will serve you better than blitzes. Blitzed Germans have a nasty habit of showing up just in time to plug a hole you worked hard to open. Dead Germans don't. Even though your own losses will be higher, you can afford to trade unit for unit, especially bad Russian for good German.

The southern steppes will probably offer you the best attacking terrain, but don't telegraph your plans. Offer as many threats on as many fronts as you can. The more you can stretch German lines, the more you aid an Allied invasion on the continent and, once that happens, you will be surprised how quickly you are able to push forward.

The northern front in Finland can be a worthwhile target for your attentions, since Germany will have a difficult time reinforcing it.

Continue building lots of land units, so you can safely perform headlong attacks, but now is the time to also build some offensive chits and your remaining LND bombers. These attack forces are what you'll need to penetrate the Reich.

Beginning with the Dneiper/Dvina river lines, Germany has quite a few very defensible locations to fall back upon. Your goal is to prevent organized retreats, but that isn't always possible. Having a chit or two makes crossing these choke points much easier.

If you are playing with optional rules, build your extra sturmovik LNDs from **Planes in Flames**. Use your field artillery units to pin defenders, and anti-tank guns to deflate enemy armour. Form divisions by breaking down a corps a turn, to provide you with cheap losses.

Commonwealth: Your African empire is finally secure, and it's time to make Italy pay for threatening it. Unlike Russia, headlong assaults will lead to your ruin. Take your return to the continent one step at a time. Invade one of the major islands in the Mediterranean ~ Sardinia, Corsica, or Sicily ~ to obtain some air bases closer to the mainland.

If the Axis deploy in great force to Italy, look to southern France. If you can secure the Nice-Marseilles area easily, it might be worth it. The terrain inland from these ports is bad, which is a two-edged sword: Germany will have a hard time throwing you back but you will have a tough time getting an offensive going inland. Opening another front that Germany must defend is always useful, though. Invading Italy in an attempt to conquer it is the preferable approach.

Target Italian factories and Rome. It's safer to land on undefended beaches, but keep in mind that a strong invasion against one Italian corps can succeed. If you get bogged down, try to leapfrog the Italian boot by invading behind enemy lines. If you're ashore but getting nowhere fast, dig in and prepare an offensive into France after all. The more Axis troops you can pin down the fewer they'll have to respond to new invasions.

Back in the UK, use some HQs to keep your LND bombers constantly pounding German industrial facilities. If the optional oil rule is in play, try to target Axis oil resources. A dedicated campaign against them can have very beneficial long-term effects; this second front reaps benefits for all of the Allies.

In the Pacific, follow the American lead. If the US has tied up Japan with invasions and convoy raids, your Indian army can, with the support of a modest fleet and possibly ATRs and your Indian PARA, liberate Burma and eventually threaten Singapore and Saigon. Push your troops as hard as you can through the jungles.

If you are playing with optional rules, use some territorial units in your campaigns as cheap losses. Continue to upgrade your **Planes in Flames** air force, and get your divisions into the field for special missions. Division invasions into remote or unexpected locations can distract Germany.

USA: You are rapidly becoming the world's dominant power in the world. Your navy outclasses Japan's and you have the initiative in the Pacific. Grind your way forward, grabbing ports in multiple sea areas, and other forward bases for your land based planes, especially your long range FTRs. They will be critical to delivering a final defeat to the IJN.

Don't expect major bases like Truk to be available as targets just yet; their supply lines are tough to cut. Rabaul could be made the target of a major offensive, because invading west of the city is feasible, and you have the opportunity of supporting it with a fleet in the safer waters of the Coral Sea. The mountainous terrain, however, is uninviting (and the skiing is terrible).

Decide in advance where your island hopping campaign will lead and funnel your units in that direction. Be alert to a quick change in plans, however, and keeping a reserve invasion force at a forward base can be very useful. Historically the Americans took a two-pronged approach via the Carolines/Marianas and New Guinea, to arrive at the inner perimeter of the Japanese Home Islands. You don't need to do that, but keeping Japan uncertain about your main thrust is a good idea, and the odd peripheral invasion will keep him guessing.

Be wary of committing your carriers and invasion forces to a battle against Japanese FTRs and NAVs, you stand to lose more than they do. Use your SUBs aggressively to try to break Japan's convoy lines, and keep building all of them.

In Europe, co-ordinate your forces closely with the Commonwealth. Let the Royal Navy do most of the naval work here, but employ a hefty TRS fleet to continually shuttle in reinforcements to the United Kingdom and your invasion sites. Use your 4 engined bombers to pound German industry into rubble.

You should have finished laying down any new naval units, so you can switch your economy towards ARM, MECH, MOT and completing your air force. Once all of these force pools dwindle, start building offensive chits. Make sure you have at least one, preferably two, ready for the summer of 1944. If Germany has kept you tied down in the Italian mountains, a major D-Day offensive will be required, and the chits are invaluable for combined actions to help you get ashore quickly.

Make sure your strategic goals and economic plans are in synch, or else you may find yourself with too many of the wrong units to do the job at hand.

If you are playing with optional rules, build all of your **Ships in Flames** SUBs and use them ruthlessly to demolish the Japanese

economy.

24.4.5 Decline and fall ~ The Allied ascendancy: May/Jun 1944 ~ Jul/Aug 1945

This game covers the last stages of the war. It is a good scenario to play if you don't normally get to this point in your games or if the Allied players just want a good time. It is not as much fun for the Axis players but is not without its challenges. At the start of this game, the Axis still controlled vast empires and enormous quantities of matériel. Within 16 months, their power was destroyed, their cities in ruins. The incompetence the Allied commanders displayed time and time again during the first half of the war was replaced by a series of stunning successes under the command of some excellent leaders. Could the Axis have countered that performance? Could the Allies have done even better?

First turn: May/Jun, 1944

No. of turns: 8

Maps used: All

Initiative: Allied +2 box. The Allies start with the initiative.

Last weather modifier: +1.

War status: The Commonwealth, Free France, the USA and China are at war with Japan. The Commonwealth, the USA, the USSR and Free France are at war with Germany and Italy.

The USSR and Japan have a neutrality pact made in 1941.

Entry Chits: The USSR has 9 defensive and 9 offensive entry chits on the Japanese border.

Japan has 10 defensive entry chits on the Soviet border.

Reserves: All major powers have called out their reserves.

Control: As specified on the map except that:

the USA has conquered Sardinia, Sicily, and the 5 Marshall Islands hexes and is aligned with Brazil, Iceland, Greenland, the Admiralty Islands, New Britain (west of the 1944 start line), Dutch New Guinea (east of the 1944 start line), Guadalcanal, the 3 Gilbert Islands hexes and Pacific hexes 1915, 1916 and 2016;

Japan has conquered China (east of the 1944 start line), Hong Kong, Burma (south of the 1944 start line), Malaya, Dutch New Guinea (west of the 1944 start line), the rest of the Netherlands East Indies, North Borneo, Christmas Island (East Indian Ocean), East Timor, the Philippines, Wake Island, Guam, Nauru, New Ireland, New Britain (east of the 1944 start line), and all islands exclusively in the Bay of Bengal; and is aligned with Manchuria, Korea, Siam and French Indo-China;

Communist China controls Lan Chow and Sian;

the USSR has conquered Persia and controls Rumania (E of the 1944 start line) and Poland (E of the 1944 start line);

the Commonwealth has liberated Ethiopia, conquered Iraq, Italian Somaliland, Italy (south of the 1944 start line) and Libya (AFA option 1: and Eritrea) and is aligned with Belgian Congo;

Free France is aligned with all French territories, Syria, Morocco, Algeria, Tunisia, Madagascar, French West Africa and French Equatorial Africa;

Germany has conquered France, Belgium, Netherlands, Denmark, Norway, Poland (west of the 1944 start line), Yugoslavia, Greece, Karelia and the USSR (west of the 1944 start line) and is aligned with Czechoslovakia, Estonia, Latvia, Lithuania, Finland, Hungary, Bulgaria and Rumania (west of the 1944 start line);

Italy is aligned with Albania; and

Transylvania is part of Hungary and South Dobruja is part of Bulgaria.

Intelligence points: The USSR (2), USA (8), Commonwealth (7), Japan (2)

Production: The US starts with a production multiple of 1.75 (increases to 2 in Nov/Dec).

The Dnepropetrovsk, Kalinin, Kharkov, Krasnodar, 2 x Moscow, Stalingrad, Stalino, Tula and Vitebsk factories have been railed to the Asian map.

Off-map production: NA

Special rules: Britain is the new home country of Belgian units. French Equatorial Africa (AFA Option 1: Gabon) is the home country of Free French units.

Special victory conditions: None

Historical objectives: Nat. China ~ 1, CW ~ 22, France ~ 5, Germany ~ 0, Italy ~ 0, Japan ~ 8, USA ~ 14 and USSR (incl. Communist China) ~ 17.

Players' notes: Many of the notes included in the *Darkness before the Dawn* (see 24.4.4) and the *Global War* campaign (see 24.4.6) also apply to this scenario. The additional notes below pertain to the unique nature of this scenario.

China: At last, Japan is reeling from overseas defeats. Now is the time to unleash your minions. You have a number of objective cities potentially within your reach: Port Arthur, Saigon, Singapore, even Taihoku. Try not to lose too many units at once, or else your offensive will be stalled for a few turns while you rebuild them. Keep constant pressure on the IJA in pursuit of your objectives. Your HQs are vital to your offense so do not risk them under any circumstance. Have fun, the Nationalist KMT and Communist CCCP have been waiting for 7 years for this time, when they can begin to think about their real enemies: each other!

Japan: Your position has eroded, but is by no means lost. Your fleet is now dwarfed by the American fleet, but do not send it on a kamikaze mission just yet. Preserve it as long as you can, and you will force cautious Allied play. Keep it based in rear ports such as Tokyo or Manila to keep it safe from enemy port strikes. Should you lose control of the seas areas abutting these ports, a retreat to Fukuoka would be prudent. If you are playing with the oil rule, however, you may be forced to retreat to Singapore and the NEI ports, in order to be close to the oil that can keep you sailing! Ideally you'll want the fleet to be around to defend Japan itself, so don't throw it away; it is still capable of inflicting a defeat on an incautious USA.

Expect immediate invasions from the Americans onto your bases in the Marianas, and probably towards the Philippines. Try to use your NAVs to punish invasion fleets. At this stage, enemy AMPHs and TRSs should be your number one priority; sinking enemy CVs may be satisfying, but your days of naval supremacy are over, and it is smarter to gain a two to four month reprieve by turning away an invasion force.

At this stage, further defense in China is probably pointless. Try to slip as many land units out of China as you can to defend your overseas victory cities and mainland Japan. Your production should be focused on land units to defend your homeland and to make any Allied attempt at conquest long and costly. Be sure to defend Sapporo and north eastern Japan, as they are vulnerable to invasions from Midway. Sapporo can make an effective last redoubt to prevent conquest, so if the Allies bypass your heavily garrisoned overseas objective cities, defend this island to your last breath. If it holds out, you may still have several objectives to your name at the end of the game.

When all else fails, pass. Hopefully Germany will occasionally be able to do so as well to help you end the turn, and the game, faster.

Germany: Your holdings are still vast, but are shrinking before your very eyes. You couldn't keep Italy from being conquered, but you did stop the Allied advance in Italy. Now they are coming at you from the North Sea, the question is: where? Allied FTR power can blanket the northern coast of France, so you should expect the invasion here, but don't denude your defenses in the Low Countries or in Germany or Denmark. A surprise second invasion in one of these locations could cost you dearly. That having been said, you should throw everything but the kitchen sink at the first Allied landing. You may be able to throw it back into the sea, with a little luck. If not, try to box in the Allied beachhead to as few hexes as possible, hopefully 1 or 2. Once this defense is broken, you will be in headlong retreat back to the Rhine as a flood of Commonwealth and USA armies will sweep cross the Channel.

In the east, give ground until you reach a good defense line. Your holdings in the Vilna region do you no good, and are keeping your lines stretched. Immediately retire behind the Neman river in the north. In the south, take up strong positions along the Carpathian mountains and the Vistula river. Hold onto this line as long as you can. If the river lines are breached in one place, counterattack with all the reserves you have and hope for the best. Once the Carpathians are breached, all of the Balkan peninsula will be invested by the communist hordes (much to Churchill's dismay).

In Poland, you can fall back to the Krakow-Warsaw-Danzig line. Detach a force to assist Hungary and defend behind the Danube in Budapest. Make sure this line holds over the winter no matter what, or else you are gone for sure. Once your ability to repair your position is spent, pass and try to end the turn.

USSR: A glorious scenario for the Russian player. You have nothing to do but all out attack, so get to it quickly and with as much power as you can! Rebuild your losses, some LNDs, and offensive chits, to power your way across eastern Europe.

Once you crack the Carpathian mountain line (which will probably take a chit or two), divert forces to the south and east. There are plenty of objectives to pick up in the Balkans, and there's no reason to let the western Allies get them.

Use your PARAs to try to isolate and cut supply to enemy salients. Seek to drive a wedge into the German lines in Poland. If you can divide the defending forces, you can shield one half and redouble your attacks on the other. This may lead to an outright collapse of the defense, and free running for your tanks. Try not to look too gleefully at the German player as you enjoy your long awaited chance to attack!

Commonwealth: D-Day is here! Your forces must co-ordinate with the USA in order to get ashore quickly and safely. It is best to invade France, under the cover of the RAF and American planes.

You and the US must plan your impulse sequencing very carefully in May/June to maximize your moves. A naval action first is probably best for the Commonwealth, but the second impulse could be anything else: an air action could be used to pin defenders to prevent counterattacks, land actions will certainly be needed to get your troops ashore, and a combined action will let you do a little of both right away.

Use your PARA, and AMPHs to land troops. Try to find a location that has supporting beachheads, (i.e. two or three adjacent hexes where you think you can get ashore). This will reduce the number of units able to press home a counter attack. Both the Normandy and Brittany peninsulas are attractive options. Use your HQs in the UK to reorganize ATRs to have their mobile re-supply capability available later.

Once ashore, use shore bombardment to combine with blitz attacks to expand the beachhead. If you haven't already, you must capture some ports quickly to allow you to trace supply inland; land an HQ or two in a safe place just to make sure you can do this even without a port. Rebase your short range Spitfires right into the front lines.

You will be tempted to use all of your LND bombers to support the invasion. This is a reasonable strategy, but so is continuing to pound German factories.

Once you are safely on the continent, send a fleet to the Pacific to assist with your drive towards Singapore, to help out the Americans. Leave behind several battleships to continue to provide shore bombardment right along the North Sea coast into Germany.

USA: In Europe, you will continue to work closely with the Commonwealth to pull off the greatest invasion in history. Make a top

priority the capture of a major port or at least several minor ports, so you have bases to drop off units transported from American directly into France. Brest is especially useful.

You probably ought to decide early on whether you wish to reinvigorate the Italian theater or not. If you don't, after D-Day you could send a fleet detachment to the Mediterranean and use your units to invade the Balkans, in a ruthless attempt to deny victory to your Russian ally.

In the Pacific, you set the tempo. The strategic decision you need to make early on is whether you are aiming to conquer Japan, or to pick off her outlying objective cities. Trying to do both could very well leave you in the embarrassing position of having accomplished neither. If Japan has prepared for it, an invasion of the Home Islands is a grisly affair and will take several turns to secure; on the other hand, if you catch Japan with only a few units at home you could roll it up fast. The Japanese fleet bears watching, but it cannot prevent you from taking your objectives.

Building an offensive chit a turn is mandatory from this point onwards. If nothing else, it will allow one impulse of an unlimited combined action, allowing you to pursue all goals around the globe. Don't build units that will be in the game for only a turn or two.

24.4.6 The Global war: Sep/Oct 1939 ~ Jul/Aug 1945

This game covers the full war from Germany's invasion of Poland in September 1939 until the atomic bombs of August 1945. It is the longest and most challenging of all the scenarios. The Axis powers will have the initiative for roughly the first 3 years of the war before the Allies gradually gain the upper hand.

First turn: Sep/Oct 1939

No. of turns: 36

Maps used: All

Initiative: Axis +2 box. The Axis starts with the initiative and must take the first impulse.

Last weather modifier: Nil. The die-roll for the first impulse of the game is a '4'.

War status: All major powers are neutral except China and Japan who are at war with each other.

The USSR and Germany have a neutrality pact made in 1939.

Entry Chits: The US has 3 entry chits. Place them in either, or both, entry pools.

Reserves: China and Japan have called out their reserves.

Control: As specified on the map except that:

Japan has conquered China (east of the 1939 start line) and is aligned with Manchuria and Korea;

Germany is aligned with Czechoslovakia;

Italy is aligned with Albania and has conquered Ethiopia; and

Communist China controls Lan Chow and Sian.

Intelligence points: The USSR (2), Germany (2), Italy (2), Japan (1)

Off-map production: NA

Special rules: None.

Special victory conditions: None

Historical objectives: Nat. China ~ 1, CW ~ 22, France ~ 5, Germany ~ 0, Italy ~ 0, Japan ~ 8, USA ~ 14 and USSR (incl. Communist China) ~ 17.

Players' notes: Each scenario contains ideas about how to attack and defend in specific situations. These notes relate to the short and long-term strategies of all major powers for the entire war.

USSR: Although the game starts slowly for you, do not be lulled into a false sense of security. Every action you perform must be made with a view to countering German efforts to destroy you. In particular, you must employ a tight building strategy to ensure that every land unit possible is on the board before Barbarossa is unleashed.

World in Flames: the final edition has changed many of the dynamics involved in your defence. First, your set-up. Many of your free set-up units should set-up on the Japanese border in a defensive posture around Vladivostok. You can't sign a pact without Japan's agreement, and Japan may prefer to attack you instead.

Next, you must determine your relationship with Japan, and Japan with you. This is one of the many decisions where yours and your allies' interests may not coincide. It is definitely in your interest to sign the pact as soon as possible. However, only one side will eventually benefit. The question is, will that be you?

This is a tricky twist on classic prisoner's dilemma (see designer's notes) because, no matter what you decide, you will be hurting someone. I usually leave it up to the Japanese to approach me about a pact (you don't want to look desperate after all). If the Japanese set-up looks anti-Soviet and they refuse any offer you are desperate enough to make, press the panic button (at least you'll have fun from the start of the game!).

If you do end up in a war with Japan, call out your reserves and try and make Tojo pay for his aggression. If the going gets hot, bail out (force a peace after Vladivostok is lost). You cannot afford much in the way of casualties if you are going to hold out against a 1941 German campaign.

Ignore Persia (at least until a collapse of your British "allies" around Suez). Until then, it is providing Britain with vital oil

(most of which is inaccessible to you anyway), and you don't want to annoy the shopkeepers quite yet.

If Suez falls, you will reluctantly need to take over the internal affairs of Persia. This can be achieved with 20+ land and aircraft factors in 1 turn. Most of these units can return to your western border as it is very difficult for Axis units to trace supply across the Syrian desert, and your Commonwealth "ally" can cut their supply through the Red or Arabian sea.

Finland poses a more difficult question. It may well be in your interests to demand the Finnish borderlands. In 1939, Finland can only defend with 3 corps on the turn you declare war. You can attack with many more (after railng units from the Asian map in Sep/Oct). There will be only one unit in Lapland. You can attack with 4, almost certainly guaranteeing that you can advance in and prevent Finland lapsing the war. Three or 4 units near Leningrad can threaten that front too (remember the ice and swamp freezes in snow or blizzard). These threats should be enough to convince the Finns to concede the borderlands without a fight, securing your Leningrad defence (and the ability to rail out the Leningrad factory after war with Germany).

If you decide to ignore Finland, you should set-up your European forces against Rumania. You want to be in position to meddle in Balkan politics from the start of the game. Even if you do end up setting up against the Finnish units, you should still move them to the Bessarabian front as soon as you have resolved the Finnish question.

Don't claim the Baltic states until 1940 but definitely do it then.

From early in the game, you want to maximise your garrison ratio against the German border. This will force the German player to reduce his forces against the French in order to maintain their own garrisons in the east.

Shortly, though, you will have to make a decision about your defense posture.

You probably want to avoid a 1941 Barbarossa. Unlike **WiF5**, it is more likely to succeed than a 1942 attack. Your production up to Mar/Apr 1941 is almost identical to **WiF5**. However, Russian infantry now cost 3 and there are fewer of them to build. The net effect is a 1941 campaign much closer to its historical counterpart. This can mean a wild, volatile '41 campaign. Consequently, there is a risk of a wild, volatile German romp into Moscow. If that happens in 1941, your reign as Secretary of the Communist party may be very brief indeed.

So, you probably prefer Germany to attack you in 1942. You can encourage them to do that by moving all your reinforcements into the border zone. Even excluding entry chits, you should be able to get a defensive garrison total of 60 by May/June 1941.

With the inclusion of Axis minor allies, the Germans can only get an offensive garrison total of around 110. Unless you are unlucky, you probably have sufficient forces to keep the Germans below that vital 2:1 throughout 1941.

Unfortunately there are two down-sides to this rosy scenario. Firstly, you are going to have to strip your Siberian front against the Japanese. Secondly, there is no way that you can stop a 1942 attack, so you must fall back during the winter of 1941/42, and if you are neutral you will be reduced to combined actions. There is a risk that you will be caught en flagrante, half your forces on one side of the Dnieper and half on the other. This could lead to a catastrophe in 1942.

Like many other decisions involved in **World in Flames**, the correct choice may reveal itself from an assessment of the predilections of your opponent. Does your Adolf prefer a Battle of Britain, a touch of the Gibraltar sun or does he like his Siberia cold on the rocks?

If Adolf prefers the latter, you must usually set up your initial defence behind the Dvina and Dnieper. Otherwise, seriously consider the forward defence which both maximises your chance of going to war with Germany as well as reducing Germany's forces facing Britain.

When war with Germany comes, defend in depth to minimise German breakthroughs. The best place to defend is behind the Dvina-Dnieper river line. Leave just a few CAV and GAR forward in the forests, cities and the Pripet marshes (units in these places can't be overrun) to delay the attackers.

Remember to rail out your blue factories wherever possible. Nowadays, if the Germans get adjacent to your rail lines, they may stop you from being able to get your factories out, so anticipate!

When things seem at their darkest, don't give up. Bad weather will slow the Germans and severe winter could give you good opportunities for counter-attacking. Keep your INF production high throughout the winter of '41 because, even if you have survived last year's blitzkrieg reasonably well, the Axis still have the superior force throughout 1942 and a long summer may well see a dramatic decline in your fortunes. Prudence is the key.

If you survive till the end of 1942, and with some visible western threat on the horizon, you will most likely survive until the end of the game. You will be surprised how quickly the initiative changes from the Axis to the Allies after your allies have opened a second front in Europe.

When you counter-attack, wait until the Germans have shot their bolt (launched their waves of assaults) and then launch yours. If the German player stops attacking, be more prudent, launching a few high odds attacks. Build your FTRs to ward off German defensive air support. Keep your gearing limits high, keep track of your losses and vary the tempo of your assault according to your success earlier in the turn.

Don't panic if your advance against the Germans is slow during 1943 and '44. The Germans must weaken your front to face the threatening Americans. This will lead to a breach in the German defence, and once you make it, there is usually no place in Russia that Germany can re-establish it. Good hunting!

Italy: Italy is one of my favourite countries to play. It is small, but punky, with an excellent mix of land, air and naval forces. With my usual generosity towards carrier building, the Italians can even have a first class strike fleet within a couple of years.

First off, make it quite clear to your German ally that you don't care what sort of lick-spittle has run Italy in his previous games; from now on, no more Mr. Nice Guy. If he wants to conquer Europe, he damn well better respect the greatest civilisation ever to flourish. Everything you do for Germany is going to cost and he can start showing his support with a few

sumptuous presents. This includes lots of oil. Eventually, you will also want some land units (Rommel perhaps) and a chunk of air force, especially NAVs and a good FTR.

What can you offer in return? Lots! Most obviously, you are a major distraction for the Commonwealth. This will keep him off Germany's back for years. You also have a good fleet, especially SUBs. This can make a major contribution to winning the convoy war. If he wants to invade Britain, the Italian fleet will be even more important. He has spare resources. You, and you alone, can turn them into Axis production. Finally, your air-force is very good. Your NAVs are amongst the most cost-effective of any major power. Your LNDs are reasonable, and even your fighters are better than most of the rubbish Stalin flies. If Adolf wants to break the Dvina-Dnieper line, the experienced veterans of the Regia Aeronautica will make it a lot easier.

Don't be in a hurry to join the war against the Allies. An early declaration of war on the Allies (i.e. prior to the fall of France) risks your navy but can catch the Commonwealth with few units in North Africa, allowing a quick capture of Gibraltar, Alexandria or Malta. Failing such opportunities, you really don't want to join in till France is on her last legs.

In any event, you need to decide whether you should attack both the Commonwealth and France or just one of them? This was not an option available under previous editions but is worth considering now. Forcing France to attack you has desirable US entry effects. The downside is the surprise impulse the French will get but how bad can that be? The benefit of attacking both is that you get to surprise them both and your land unit (cleverly set up on the Tunisian border) can race for Tunis and then on to Algiers, tying down an important defender France would rather use against Germany.

Before you do enter the war, prepare well. 1 or 2 cruisers and a NAV should base in Italian East Africa (along with a couple of land units, and oil if you are playing with that option). These forces can help cut supply to Egypt (Cairo is only a secondary source).

The first units you should produce are NAV to control the Med, TRS (or AMPH) to allow reinforcement of North Africa, or the invasion of Britain, and INF or MIL to guard against a surprise invasion. A PARA can also be useful for dropping on Malta. That port is very important to the Commonwealth for aircraft rebasing. It is also a brilliant location for your (short range) fleet, albeit a little vulnerable to port attack by CVs. So, if you take it, basing a permanent FTR there is essential.

After France has fallen, you should try to persuade your German partner to seize Spain and Gibraltar. The control of this port and Suez will turn the Mediterranean into an Axis (Italian!) lake.

If Germany is heading through Spain towards Gibraltar, then you can launch a strike against Egypt, perhaps combined with a drive from Italian East Africa, while still supporting your German "ally's" attack against Gibraltar. This double offensive can mean that Suez will fall fairly quickly.

If Suez falls, a drive for the middle east oil becomes possible, and a continuation of that drive towards Persia will also directly threaten the Soviet's own oil. Combined with a good Barbarossa, the whole Soviet edifice may indeed crumble.

Unfortunately, the Persian front is a nightmare to supply now (unlike **WiF5**). You will need 4 HQs just to trace supply back to Damascus. Then you get to fight Russians in the Mountains. Not a pretty sight.

However, if you get as far as Tabriz, you should be able to sidle westwards towards the Turkish-Russian border with 4 German land corps. >From there you declare Turkey in the war, and say goodnight to the Soviet Union.

If (or when) you are forced on to the defensive, protect your vulnerable Italian coast. Make every landing an Allied kesselschlacht. Even if they only get ashore in Sicily, your production level increases by 0.5. This can help build the vital land units that minimise the chances of the Allies conquering you.

USA: The USA will make or break the Allied war effort.

The first poser for you is US entry. Production now has no effect on US entry. Furthermore, you will no longer come to war fastest by not choosing any options (in fact, if you follow this strategy, you will never come to war). What you have to worry about is what entry options you should choose, and when you should choose them.

The distribution of the entry chits has a curious saddle shape. The average total value of the chits is 2.30 in 1939, dropping to 1.89 in 1940 and increasing to 2.19 in 1941. Only from 1942 onwards does the average chit exceed those of 1939.

This means that all actions and options have an exaggerated effect in 1939. Hopefully, this will limit Nazi aggression. Unfortunately, it is likely to have the same effect on you.

It is usually best to place your initial 3 entry chits in the Ge/It pool. A German declaration of war on Poland adds at least 1 chit to this pool. The CW/French declaration of war on Germany will probably take one away again, and the Soviet occupation of eastern Poland will probably take another, leaving only 2 chits in your Ge/It entry pool.

If the Soviets declare war on Finland or Rumania, you may need another chit in the Ge/It pool (or face the chilling prospect of never being able to declare war on Germany or Italy).

On the other hand, you also usually want to give resources (at least Commonwealth ones) to China early on, so a couple of chits in the Ja entry pool won't go astray either.

The trick with US entry is to judiciously choose a few critical options to play as early as possible (e.g. 9, 15, 16, 19, 22 & 26). Even then, these should be chosen in 1940 when the average chit values are lower.

All other anti-Japanese options should only be chosen when your fleet is in Pearl Harbor. This will allow you to manipulate US entry to either ratchet up the tension or let it seep away as required. This is also a good time to choose options 13 & 23, to start putting the squeeze on Tojo.

You may also have to take over the administration of Greenland and Iceland (preferably before the Germans have invaded them). This will dramatically improve the security of the Northern Atlantic convoy route.

From now on, tailor the options you choose to the game's circumstances. Except for the above options, choose fewer rather than more options, to maximise your flexibility later in the game. Once an option is chosen, it can never be chosen again and too little tension can be just as much a problem as too much, so stay alert and keep your tension in tune with your entry.

Next, you have to worry about long-term production. First, a simple rule ~ build every CV from scratch whenever you can. Next, build TRS, MAR, NAV and LND and possibly a SUB. With any spare production, buy land units to garrison Honolulu and other Pacific objectives, avoiding any embarrassing loss.

From the start of the game, move your Pacific fleet to the US east coast (3 naval units at a time). Don't leave any freebie targets for the Japanese on the US West coast.

As the game progresses, keep your eye on the "It's War Chart". You can easily be in a position for a 40-50% chance of declaring war on Japan by Christmas 1941.

Don't telegraph your declaration by returning the bulk of your forces to the Pacific. Just keep your bare naval garrison in Honolulu (2 CVs and 4 BBs), and roll dem bones.

If US entry starts going bad, don't panic. You may well be able to convince Tojo that US entry is imminent, terrifying him into a premature declaration of war. The resulting entry chits and extra chit per turn, should have you at war with Germany too in a few more turns.

You must now decide where you will concentrate, Europe or the Pacific. You should aim to defeat the Axis in detail, as the destruction of Japan or Italy early is a savage blow to Axis hopes of winning the game.

It is usually better to go for Japan first as you will have only small land forces in 1943 and they will be sufficient for the Pacific campaign. By 1944, you will be churning out so many land and aircraft units that the only place you can use them effectively is Europe.

The only problem with this vision is the Japanese fleet. It might have some say in the future of the Pacific. Furthermore, the earlier you fight it, the more disastrous any major reverse will be.

Your first Essex class carrier can only arrive Sep/Oct 1942 at the earliest. Until then, you have your 7 (5-6 if you lose any at Pearl harbor) class '4' CVs to take on the elite Japanese naval airmen. Even with the aid of the Commonwealth's parody of a carrier force, you may have trouble winning another Midway, so be cautious with your fleet until then.

Another fly in the ointment is the German army. If the Germans are invading Britain or conquering the Soviet Union, you may well be too busy saving your "allies" to devote the effort necessary to defeat the Japanese. You'll have to judge the situation for yourself there.

Assuming that all goes well, by early 1943 you should have a slight naval superiority. By the end of the year, the Japanese may well be so subdued that you can return some of your navy to Europe for D-DAY.

The Pacific War is best fought according to MacArthur's island hopping strategy. I have seen the Japanese defeat the Russians and the Chinese only to lose to a few Marine and INF units who broke into the perimeter in one area and then advanced into the rear areas with a series of 10:1 invasions. The Allies can easily get from Brisbane to Tokyo in six months against an unwary or incautious Japanese. Even against good Japanese play, it is not too difficult to find a major port within range with only 1 unit defending (and easily put out of supply).

Once the Japanese are subdued (or at least crippled), it is time to open a second front in Europe. Unless the Japanese are doing unexpectedly well, launch your invasion in 1943, either in Italy, France or Germany. This will give you more time to cripple the Axis fighting potential while also relieving the pressure against Russia.

China: Let me be straight with you ~ you will have a difficult time. Your units are weak and Japan has not much else to do with its forces until 1941, except attack you. Defend as far forward as possible with one unit per hex, keeping the Communists in the north. This way, you minimise your losses. Furthermore, until the Japanese player builds an armour unit, you can make all attacks assaults, costing the Japan dearly.

Try to maintain a strike force near Si-An so that, if the Russians attack the Japanese, you will be able to launch a complementary assault, aiming for Peking.

If you have been broken at the border, retreat to the mountain lines in front of your factories (from Chungking to Kunming).

Demand Allied resources and lend-lease as long as the Burma Road is open and demand its re-opening as soon as possible.

Don't let the Japanese units outflank you to the north, as Si-An and Lan-Chow are the only supply sources the Communists start with. With these gone, the Communists are finished (unless the Nationalists let the Communists take one of their cities).

You are conquered when all your factories are taken, so you must fight for them, stacking 2 armies in each when they are threatened.

Fortunately, you have so much mountainous terrain that you should be able to stop the Japanese short of your factories.

Once Japan is at war with the USA, you will gain a respite and, by 1943, should be strong enough to launch attacks that can recapture much of your lost territory. Pursue the Japanese vigorously as there are four objective cities available for you to capture (Port Arthur, Shanghai, Saigon and last but not least Taihoku ~ a short walk for a MAR from Foochow). If you can get some of them, you are headed towards an individual victory.

The Commonwealth: You have the toughest task of any major power. Due to the long distances between the disparate parts of the empire, you must plan, not an impulse or even a turn, but several turns ahead.

Assume from the start of the game that the United Kingdom is going to be invaded and act accordingly. Therefore, priority builds for you are TRS, NAV, CV, FTR, MIL and INF to maximise the chances of destroying the Italian and German navies, and still be able to mop up any stray Axis land units that manage to struggle ashore. Always leave a minimum of 2 corps in

Britain (4 once France has fallen) to halt invasions.

Other things being equal, your first impulse each turn should be a naval action to protect your convoys and inhibit enemy naval movements.

In the first impulse, 2 corps and "Gort" must support France or its early collapse is possible. Additional MIL corps can be sent as reinforcements. "Wavell" should be left in Egypt or it won't remain British for very much longer. Build "Alexander" ahead on the first turn, so that he can be in France by Mar/Apr 1940.

After Germany has declared war on Belgium, advance in as many additional units as possible. Keep your HQs in France with some spare re-org capacity so that any of your units forced to retreat out of Belgium will not die when they hit the French border.

Hold on in France until it falls and then extract what you can of your remaining troops (i.e. get your TRS ready for Dunkerque). On average, and with your support, France should not fall until Sep/Oct '40 (no Gamelin in this army!).

The toughest time for you is between the fall of France and the arrival of a saviour (Russia or the USA), which may not be for 1 or 2 years.

Prepare now! Garrison Gibraltar with 2 white-print INF (what? you've just lost all your units in France? Hey, I never said this was going to be easy!) to make it invasion proof (and almost conquest-proof). You do not want the embarrassment of a 1 in 10 Italian invasion against a single unit that succeeds, bringing Spain into the war on Italy's side.

If the Axis follow the fall of France with an attack on Spain, you must go on full alert. You have (maybe) 4 turns before German and Italian units could be ashore in Britain in force.

Build any remaining NAV and repair any damaged CVs now! Your second priority is to build FTR, INF and MIL. Be ready to go into laager mode both in the Middle East and in India (4 Corps in Egypt and 3 in India). All spare units must move to Britain and Gibraltar now! Units in Gibraltar (once relieved) should move or rail to Madrid to stiffen the defenders.

Gibraltar is a lot tougher nut to crack these days. It can only be attacked from one hex (plus Tangiers) and it is a mountain hex. Furthermore, you have an excellent defence line in front of Gibraltar by defending the river between Cadiz and Malaga. If you can stop the Germans on this line, they have almost certainly lost the war.

Be very careful of your carriers at this stage. The Axis may be strong enough to launch naval air combats against the fleet you are using to keep Gibraltar in supply. Use a CL or NAV in the '0' box as a supply fleet or in the '4' box as a picket. You must save your navy for the easy part, stopping the invasion of Britain.

Once Gibraltar falls, the moment of decision has arrived. Does Adolf go east or west? If he turns east, you can breathe a sigh of relief and start preparing your counter-blow.

Of course, you will probably lose Suez, but at least you will survive and you have given your Soviet comrades a year's grace. This does not mean that you should just surrender Suez. Fight by all means but be sure your fleet is not trapped in the Med when the Germans take the canal.

If Adolf turns west, be afraid, be very afraid!

If you have taken no losses, you should have 8 CVs ready to counter the invasion of England. Combined with NAVs and some long-range 3-engined FTRs, you should be able to project a great deal of air power in the North Sea and the Bay of Biscay.

The trick is, don't commit your navy or aircraft (except for the LS/FTR picket) until the impulse after your opponent's invasion fleet sails. If you sail first, the Axis will put out aircraft only, force you into a naval air combat, and then sink your precious carriers. His bombers take 3 or 4 turns to build, your carriers take 12.

Although this strategy means that the first wave of Germans and Italians will get ashore, you are trying to ensure that there is no second wave. As soon as they have sailed, you sortie. It is better to have all your navy (except for a single CL picket in the '4' box) in the '3' box, rather than splitting it between the '3' and '4' box. Then roll them bones.

If you get 4 surprise points, call a surface action and destroy the German and Italian navy with your massive battle-fleet.

If you don't, accept the naval-air combat that your opponent will almost certainly demand. Make most of your CVs bombers, and protect them with the Ark Royal and whatever long-range fighters you have in the combat. With luck and skill, some of your CVs will survive to hit his fleet. Smash any CVs, AMPHs and TRS you come across, using your superior AA to shoot down much of the incoming bombers.

An advantage you will have in your first combat against the invading fleet is that the German and Italian AMPHs need to be in the '3' or '4' section to be able to invade successfully. However, their fighters can only make the '1' or '2' section, thus you will often catch the AMPHs without fighter support. In these cases, you demand the air action, and count the sinkings.

After each combat round, the Axis will have the unpalatable decision of withdrawing all its units from the sea area (leaving its land units in Britain out of supply) or hanging on, losing all its ships attempting to surprise you (and end combat) or get a round of naval air combat with his FTRs. If they do get their fighters in, hang on. Your NAV and CV will still sink a few enemy TRS and you can hope that your carriers emerge unscathed. If ever you lose air superiority, abort, repair the damage and then come out again.

If the Axis fleets stay in the sea area, simply abort to Scapa Flow after you have sunk the last ship and repeat the dose next turn. The Axis will soon get the message, and you mop up the remnants in Britain. You have now saved Britain, Russia and the Allied cause while allowing the USA to concentrate on the Japanese. Quietly mention to your opponents that you believe a resignation is in order.

If it becomes obvious that your sterling defence has deterred Germany from invading you, preferring to attack Russia instead, you should switch production to help the Russians. Think about such units as ARM, 4-engined bombers and an offensive chit

or 2.

You now have the luxury of spreading out and attacking the Axis where and when you choose. You can put 4 to 8 corps into Africa or India and turn these strategic springboards into impregnable fortresses.

Once the USA is in the war, it is a good idea to send some ships to the Pacific to support its hard pressed navy. This may achieve an early Allied superiority in the Pacific. Balance your forces so as not to be in an inferior position on any front.

After Russia has been invaded, you should seriously plan an invasion against France or Italy. An immediate assault should be considered if it looks like Russia may collapse. It may just force the Germans to transfer enough units from the east, to save Russia.

If Russia looks like she is going to survive, wait until the following summer for an invasion on the European map, instead building up your forces and concentrating against the Japanese.

The German player may be lulled into a false sense of security and, frustrated by his lack of success in the Russian theatre, transfer troops away from the French backwater.

You can then turn around during one summer, smash ashore (or your MAR can just wade from Dover to Calais, if your German player is particularly incompetent), and then drive across France. With good play, you can significantly shorten the war (of course if you play poorly you will also shorten the war, but not with the same enthusiasm).

Once the European coast is secure, transfer naval units to the Pacific map in a steady stream. Help the US Navy to capture major ports closer to Japan in preparation for Operation Olympic.

Japan: The first decision you must make is where should your main pre-US effort be concentrated, China or the Soviet Union.

The normal option is China, particularly if you are playing with Nationalist Attack weakness. Two of your operational factories are in China, and you start with 4 resources there. An aggressive Japanese assault may lead to the rapid collapse of China but at the cost of earlier US entry. A Germany planning to conquer Britain may be very upset.

If you do go after China, concentrate on the South in the first few turns (where it will be clear), then switch to the North in the Summer of 1940 when that weather zone becomes clear. You can even consider using your offensive chit against China if there is a possibility of crippling them early. As this will severely restrict your first turn at war with the USA though, you should only use your offensive chit if you believe you can achieve decisive results.

A second option is to hold in Northern China (or even abandon China altogether) and instead launch a preemptive assault on Siberia. The Americans don't seem to like this either, but not as vociferously, and it can allow a quick conquest of Vladivostok and a cowed Stalin willing for peace. You can then turn your attention back to the Chinese.

Be careful about an attack on the Soviet Union prior to a German declaration of war. Although you should win, you may find yourself embroiled in a war of attrition that can only leave you weaker against China and the USA.

CVs should be built from the start of the game to ensure early control of the Pacific (until mid '43 at least). Don't fritter away your navy - early loss of this vital force means an early loss of Tokyo.

Once the US and Commonwealth are at war with you, a quick strike at Calcutta may see the fall of India, especially if the Commonwealth is hard pressed in North Africa. Invasions of the Dutch East Indies to secure the oil wells, the Philippines, Singapore and Rabaul should also be undertaken as quickly as possible.

The first turn at war with the US and Commonwealth is a good time to use your offensive chit in a super-combined impulse, allowing you a large number of invasions against undefended targets.

When the US starts to out-gun you at sea, put strong garrisons into Truk, Rabaul, Singapore and Manila. As long as you hold all of these ports, your convoys are relatively safe from attacks. Don't sit meekly on the defensive. Look for the opportunity of a quick invasion, or long-range strike to unsettle the US advance.

The US cannot force you to surrender by dropping the atom bomb (although it is not very pleasant), so prepare for an Operation Olympic throughout 1944 and especially 1945 by keeping strong land forces in the home islands.

France: Although your position is almost hopeless (if metropolitan France survives till US entry into the war, then the Allies have usually won the game), you can still go down with all guns blazing. You should use your navy aggressively to sink Italian ships. If you are audacious enough, you can even launch a winter invasion (in conjunction with the Commonwealth) against Italy in an attempt to conquer her in 1940. Combined with a Yugoslavian stab in the back (after you have 4 CW corps in Albania, Italy or Sicily), you could have the Axis reeling on the ropes in the opening turns. Then again, it might just lead to a faster conquest of France.

Defend every hex tenaciously. To minimise the effects of ground strike, try to leave your HQs by themselves, at least one hex behind the front. Now that HQs have their own intrinsic corps, you no longer need worry about paratroops.

Use your LND solely on defensive ground support missions (possibly with escorts). You can very rarely afford to attack but you can make the Germans pay for each hex they take. Remember, the longer it takes to defeat you, the less likely Russia will be conquered. Good luck! You'll need it!

Germany: Well this is it. You get to have the first crack at victory. You have the initiative. You also get to have heaps of fun early on, and if things go bad, you can always chuck in the towel and start the game all over again.

At the start of the game, you must decide what your long term strategy will be. If you plan to invade Britain, you (or Italy) must start building AMPH, TRS and NAV in addition to the SUB, LND, FTR, MAR, PARA, MTN and HQ that will also be required (not bad shopping list for starters).

If you are going for an anti-Soviet strategy, you need to build MECH, INF, MOT, HQ, FTR and LND.

Irrespective of your strategy, you need to build aircraft from the start of the game. Your first turn production is at least 17 (22 x 0.75), less the 2 you must give to Stalin, leaving you 15, enough for 2 aircraft and 5 pilots (and you thought you were short of money). The next turn you can build 3 aircraft and 3 pilots, and in Jan/Feb, 4 aircraft and 2 pilots giving you 8 additional aircraft by May/Jun 1940. 21 German aircraft should dominate the skies over France in summer.

From Mar/Apr 1940, switch over to building land forces if you plan to go after the Soviets or ships and SUBs if you are going after the pommies.

Your best early strategy is to conquer Poland in 1939, leaving the Netherlands till Jan/Feb 1940, and Belgium Mar/Apr. You can go directly for Belgium without the Netherlands, cutting down CW production (they don't get the NEI oil). But it can also leave you with a long hard struggle in France, with 1 less resource yourself, that may more than counter this advantage.

Now comes your first big test. The attack on France. Flanders is perfect tank country. There is a wide front to attack, few defenders and the majority of the French-Belgian border is clear terrain.

Ignore the British. They have strong air power, unlike the French who will cower beneath your air umbrella. There will only be 2 or 3 stacks of Commonwealth units, leaving you many locations between Lille and Metz ripe for the plucking.

Use most of your air force to ground-strike this vital region. Launch two 2-stack attacks against disrupted French units. Using an offensive chit in a land action, Rundstedt can double 8 corps. Thus, you can launch 2 attacks at odds of 5:1 +1 giving you an 80% chance of a 'B' result.

Having fractured the French front, close the pincers behind the shattered French line. Before you know it, it will be time for croissants in Paris.

Now you must make your hardest decision. You have 3 strategic choices.

First, you could attack Russia in 1941 or 1942. The fall of Russia will almost certainly mean a decisive Axis victory.

Unlike **WiF5**, a 1941 Operation Barbarossa is superior to a 1942 attack, even if the 1942 attack is combined with a drive through Iraq and Persia. This is because the Soviets are far weaker in 1941 than 1942. You too are weaker, but you are still strong enough to form several kill-stacks. The Soviets are lucky to form the odd speed-bump.

Even more bizarrely, May/Jun is no longer the optimal turn to launch your assault. May/Jun has a 30% chance of rain or worse in the Arctic zone, as opposed to 1% in Jul/Aug. Thus you can expect 5 clear weather impulses in Jul/Aug as opposed to just over 4 in May/Jun (only 3 of them clear).

Even more harmonious, Jul/Aug gives you an extra turn's reinforcement. True, it also gives the Soviets one too, but theirs are small and insignificant compared to your veterans.

Having said this, if the Russians have set up behind the Dvina-Dnieper rivers, a declaration of war in May/June gives an extra turn to move your army and air force up to the front.

The advantage a 1942 assault does have is that it gives you all of 1941 to take Gibraltar and Suez and advance on the Soviet Union via Persia.

The down-side if things go wrong, is that you can end 1941 with the Allies still in charge of the Suez canal, the US in the war, and the Soviets growing stronger by the second.

Nowadays (unfortunately for you), if you go for the Gibraltar option, you will pay a real military cost (unless you can do over France in early 1940, Gibraltar by late 1940, and back to the eastern front for a Jul/Aug 1941 Barbarossa. Ahhhh.....now we're talking).

Regardless of when you declare war on the USSR, all attacks made early in a turn should be blitzkriegs, to open up gaps that can be exploited later in the turn. If the Soviets have defended forward, and you have a respectably large air-force, you might want to launch an air action as your first impulse, ground-striking much of the Soviet defences and mopping up the rest in later land actions.

Use offensive chits, PARAs and invasions to crack river lines and isolate defenders. Make sure you go in with as many LND as possible and keep them up at the front lines.

Try to hire at least 4 Italian FTRs and several LNDs to give you a shot at air superiority for crossing the vital Dnieper and Dvina river line, late in August.

If you don't get lots of summer weather in 1941, don't despair, 1942 should still see you with 50 to 60 corps in Russia (far stronger than the Russians) and open terrain for an offensive that may yet topple them (unless the Allies are near Paris or Rome).

Again, don't be confused by experience with **WiF5**. Russian production is approximately similar but nearly all the Soviet units cost more than before. Furthermore, the really good Soviets don't arrive before 1943, unlike **WiF5**, so when you kill Soviet rubbish, only Soviet rubbish will return to the game. Thus, you will maintain a qualitative edge over the Soviets for far longer than you used to.

A second option, is to go for an invasion of the United Kingdom. This will necessitate building all German and Italian AMPHs and TRS (ideally commencing their production well before France falls). Typically, it also requires the occupation of Gibraltar.

With the combined German and Italian navies in the Atlantic, you can land 10 corps in the UK a turn. There is no way that the Commonwealth can match that.

You do have the problem of getting your troops ashore in the first place. However, with the use of your MAR, PARA and AMPHs, you should be able to launch at least 2 invasions a turn (of course, a slack Commonwealth player might just let you

stroll from Calais to Dover with a Marine).

Once you are ashore, your follow-up troops should be placed on TRS in the same section as your fleet and air force. You can land from any section after all, and you are going to need your air umbrella to protect your fragile AMPHs and TRS.

You must free up a port as soon as possible to allow more troops to land and your HQs to move inland. Once you are ashore in strength, expand your bridgehead and drive towards London.

The major disadvantage with this strategy is that the US will be in the war during 1941, given average luck. However, unless the US has concentrated on producing land units, even that will not initially make a big difference. Be careful though. If the Allies gain complete control of the sea areas around the UK, all your land units in Britain are just so many prisoners of war.

Another problem with this strategy is that it leaves a rampant USSR and a second front from 1943 (or even possibly from 1942, if you stuff up your garrison ratios). However, the Allies won't be able to land in western Europe until that time, so you will be able to build up the force that will hopefully resist the Allies for over two years.

If you do follow this strategy, don't forget to warn the Japanese player to take Vladivostok and Ulan Bator in mid '41 because the Russians probably will turn their attention eastward not long after that and, deprived of these bases, they will find it hard going. Sham preparations for a German invasion of Russia in 1941 and 1942 can also help here.

A third option is the Southern strategy. That involves the conquest of Spain and Gibraltar in 1940-41, followed by the conquest of Suez and an advance on Iraq, Persia and South Africa. In this region there are 9 easily captured resources, more than France, with only a small fraction of its defending force. Furthermore, it is difficult for the UK to reinforce this area (units must be transported around the Cape).

After all these objectives have been achieved, you can either go for India (the Rommel fantasy scenario) or a 1942 two-pronged attack on Russia, attacking both from the west and the South. This can be particularly difficult for the Russian to defend against.

1943 will see the initiative pass inexorably to the Allies. You must ascertain whether the US and Commonwealth are going for the Pacific or Europe (the number of US CVs on the production circle is a pretty good indicator). If you believe the Allies will land in Europe this year, you must move a sizable force to France, Italy and Germany. Without these, a surprise invasion by US and Commonwealth troops could cost you western Europe in one turn.

Support Italy in strength as it provides vital units (particularly aircraft) in active theatres. Losing Italy too early will doom Germany as well.

Unless you have knocked the United Kingdom or Russia out of the war by 1943, you will be forced on to the strategic defensive. Be prudent, and only counter-attack in very good circumstances.

1944 and 1945 may well see you hanging on. Use the Pripet Marshes, Italian mountains and the Rhine to shorten your front when necessary. If the Japanese are active, the Allies will have to perform naval actions to counter him. This will leave you with more land actions to repair your shattered positions.

When all else fails, pass. The quicker the turn ends, the less objectives they can take. Of course, it will never come to that, you will surely win any test of will!

25. General Players' and Designers' Notes

25.1 Players' notes

In 1985 it was difficult to provide notes on good play in a few paragraphs because of the large number of variables in **World in Flames**. Since then, the game has changed markedly, making up-to-date strategy notes even harder. Fortunately, this final edition has been heavily play tested for the last 5 years, giving me some idea of how to play (of course, I could be wrong). I've also added bits and pieces to help you out with some of the more difficult new rules.

First off, you will have noticed the players' notes at the end of the scenarios. Those notes cover the strategies for each of those campaigns. The following notes deal more generally with handling the systems (and their interaction) in **World in Flames**.

Grand strategy

A single game turn may consist of 10 or more impulses, and each impulse may involve naval, land and air activities. Because of this unpredictability, you can never make a perfect plan. Instead your plans must be those that have a reasonable chance of being carried out in the time allocated (see turn length & initiative below). In other words, you must play percentages when you plan ahead.

The game is really all about focus. If you can focus your opponents' attention from one front to another, you have already halfway beaten them. Players (particularly the Commonwealth) tend to concentrate on only one theatre, allowing players less competent than they are to defeat them elsewhere.

The fact that the objectives are evenly spread dictates that **the non-European maps should not be ignored**. Far too often, Allied players fixate on the European maps and throw away their chance of victory.

Because of the global spread of the Allied powers, they have the luxury of being able to choose whether to weight their efforts towards Europe or the Pacific. If they can concentrate on the Pacific, Japan will be rapidly conquered. Therefore, Germany and Italy must spend the early years of the war dragging the Allied player's attention onto Europe.

Fortunately, the fact that the Axis have the first shot at victory makes this quite easy. If Germany can conquer Britain or Russia it is almost impossible for the Axis to lose. If both are conquered, they have won and will dominate the globe. Thus, the two obvious Axis strategies are to attack Britain or Russia (after France has fallen), to which the Allies must respond by committing

the bulk of their efforts in shoring up the attacked Major Power.

A third Axis strategy is to establish a defensive perimeter from Gibraltar to Suez, planning a late attack on Russia in 1942 or 1943, not necessarily to conquer her, but to gain valuable resources and better defence lines. The disadvantage of this strategy is that it hands the initiative to the Allies after the conquest of France. Therefore, they may find the time to concentrate on Japan. Furthermore, in this latest version of **WiF**, Soviet production increases if she can hold on to certain important cities in the Soviet Union, making her even more formidable. However, if the Allies have bid high, this can be a very successful strategy.

Do not exclude the Japanese from discussions on European strategy on the grounds that it does not affect them. Instead, the Axis should co-ordinate their attacks globally to stretch their opponents to the limit. For example, if Germany is fighting the Commonwealth when Japan comes to war, India and Australia become logical targets. If Germany is attacking Russia then Vladivostok could be easily plucked.

The Axis should be careful about switching from attack to defence. If it is left too late, their forces could be hopelessly over stretched. You should convert to a defensive strategy when it becomes apparent that further offensives cannot achieve rewards commensurate with the effort. That is not to say that the early years are all out attack. You must always leave garrisons in your home countries to deter any surprise invasions.

An early dilemma for the Allies is that saving Russia can cripple the Commonwealth and vice versa. The Commonwealth must turn the United Kingdom into such a mighty fortress that the Axis won't dare invade (a bit of macho bombast can help here), leaving Germany no choice but to attack Russia. Russia of course is doing exactly the same thing; not wanting the United Kingdom to be conquered of course, but hoping the Germans will become seriously entangled. Russia and the Commonwealth should be aware of the consequences that their actions have on their ally and find the right balance.

If the Allies can survive until US entry, the scales tip inexorably and ever more rapidly against the Axis. You will have the luxury of being able to strike where and when you like and with substantial forces, thus wresting the initiative from the Axis. Do not become over-confident though, or you could over stretch yourself and leave the Axis in a position to launch a devastating counter-attack. Your attack must be based on your defence, not replace it.

By about this point you are probably kicking yourself at the ridiculously high number of objectives you bid to be one of the Allies. Don't despair. Even though the Axis seem to weaken at an imperceptible rate, when the collapse occurs, it is spectacular. I have seen the Russians sweep 20 hexes across Europe in one turn (I was the Germans and I counted every hex). A turn like that can salvage what seems to be the most hopeless of positions. If Japan can be conquered quickly, knock her out first. If however you are enmeshed in Europe, your largest forces must concentrate there to conquer Germany and Italy first. Italy is subject to the knock-out conquest and she should be targeted early.

When heading for victory, be sure your forces get to those vital objectives first. Sure, you are wholeheartedly committed to the Alliance (or Axis), just so long as your "allies" realise who's putting in the most effort here. Your labours, quite properly, should be suitably rewarded. After all, you are being extremely generous letting your "allies" come second, what more could they want?

Turn length & initiative

It's important in this game to be able to judge the length of the turn so that you can make plans based on what is realistically achievable. The factors which influence how long you will have in each turn are weather, who goes first, and pass actions.

Don't demand initiative re-rolls every time you have the chance. If you do, you will end up with a lot less impulses than your opponent. It is usually better to go first but, if it doesn't matter, let your opponent go first. By doing so, you guarantee that the initiative cannot go further in your opponent's favour and may actually move towards you. Then, when the going gets critical (first turns of war between Russia and Germany or Japan and the USA), you can manipulate the turn to your advantage. Getting a double move (last in one turn and first in the next), can cause great distress to your opponent when it does occur.

The final edition has increased the average number of impulses per turn by about 1. There will be approximately 5.6 impulses in Jan/Feb, 6.0 in Mar/Apr, 8.6 in May/June, 9.2 impulses in July/Aug, 7.5 in Sep/Oct and 6.6 in Nov/Dec.

However, if one side passes, turns on average will be shorter than in earlier editions (2 in 10 reduction instead of 1 in 6). One good time to pass is when you have few units left to move. Another time you should consider passing is at the other extreme, when your line is secure. This can be particularly beneficial to the French and the Russians in limiting the length of the German summer invasion turns. If the Russians set-up behind the Dvina and Dnieper lines, the turn could be ended before the Germans even reach you. Passing can also be used in the preceding turns to frustrate German attempts to re-deploy their forces for the invasion.

To pass at any other time though, you should be really desperate because the price of failure can be very high. If the turn doesn't end, your opponent will exploit your weak-points, perhaps destroying your army.

Action choice

At the start of each impulse, you must decide your objectives for that and succeeding impulses. It is usually better to perform one naval and one land action, or one air and one land, rather than two combined actions. However, a combined action does provide the flexibility of being able to perform limited invasions without interference from your opponent.

A good action choice tactic is for two or more major powers to choose different actions. For example, the US could choose a naval action and the Commonwealth a land, threatening the Japanese both at sea and on land, a turn of events that the Japanese will have difficulty countering. Alternatively, your ally could pick an air action, while you pick a land, smashing into the enemy's land forces after your ally has disorganised them all.

After D-Day, the US and the Commonwealth can use this attack to even more devastating effect, with the US air force obliterating the German land forces, leaving the Australians (and some other Commonwealth forces) to blitz through their shattered remnants.

In the next turn, the Commonwealth air force can return the favour to the Yanks. This rolling barrage can knock the Germans out of France in one summer.

The naval system

In the past, the naval system appeared overly complex to some **World in Flames** players. Other players objected to the dramatic increase in defence values when you add in a few cruisers to combat. So, all that has gone. The new naval system is now dramatically different. The whole system has been simplified, clarified and integrated. However, many of the strategies you employed previously (with the notable exception of Subs) still apply.

The key to the naval system is still proper application of force. Sail what you need for the mission, and no more. If you commit all your naval forces early in a turn you will have nothing left to react to your opponent's later moves and will have exposed yourself to a substantial risk. For instance, if you committed all your theatre forces to one sea area, your opponent can dominate all other areas in later impulses, taking bases at will. But, if you spread your forces evenly amongst several areas, your opponent can gang up on 2 or 3 of them, gradually destroying your fleets.

The naval combat system is designed so that one large force is less effective per unit than several smaller forces. Thus, even superior naval forces can suffer greater losses than their inferior foe (much as the Commonwealth lost 4 Aircraft Carriers and 4 battleships against the Germans and Italians in the opening 2 years of the war).

In any particular theatre, your naval and air forces will be in one of three states, **superiority** (a 3:2 or greater ratio of naval air and surface factors), **rough parity** (2:3 - 3:2) or **inferiority** (less than 2:3).

When you are in a position of **superiority**, you must be aggressive. At the start of the turn, survey possible objectives. It could be assaulting enemy beachheads, raiding enemy convoys, interdicting enemy naval traffic (particularly TRS) or port attacking enemy fleets. Use parts of your force to obtain your highest priority objectives (preferably in different sea areas), **but always leave more units uncommitted than your opponent**.

Tailor a task force for each objective. It should maximise mission effectiveness while minimising the numbers of units required. Why sail your whole carrier force to a sea area, just to give you a chance of a port attack on a lone enemy CV. 3 good carriers (total air component of 14 or more) plus an escort can still give you a 70% chance of sinking it, while leaving the bulk of your forces uncommitted, ready to react to later moves.

A good all-round task force is 3 CV, 2 BB and 2 cruisers. This has a small target profile (7), while exerting considerable air and surface power. The cruisers can protect the others from becoming unnecessary casualties, and the force will inflict damage on any opponent. If you plan to invade, you could add some TRS without significantly increasing your target profile. The force already contains good shore bombardment factors.

Sending out some task forces will leave your opponents with a dilemma. If they attack one of your task forces with their whole force they will undoubtedly destroy a part of it but this will leave you free to move your remaining (and still superior) navy out to meet them, probably decisively.

If they split up to attack many of your task forces, you simply abort those task forces as soon as possible. Then you concentrate on a couple of your opponents' task forces, destroying them in detail. If your opponent ignores your task forces, then they carry out their missions, gradually nibbling away at his empire.

Even though superiority is the most comfortable position to be in, you can never hope to totally dominate your opponent as quickly as is possible on land. Be cautious and just remember how long it took you to build those carriers in the first place.

When you are in a position of inferiority, all you can really do is watch for any opportunities that may present themselves if your opponent gets over-confident. Potential objectives include enemy convoy pipelines that are several areas away from major enemy naval bases. With luck, you will initiate combat (and may even surprise your opponents).

The most unstable position is that of rough parity. Virtually any aggressive action will leave you with fewer uncommitted units than your opponent. You have two good options in this position. First, you could transfer forces out of the theatre (still leaving a minimum ratio to enemy forces of 2:3), moving another theatre from rough parity to superiority. An example is Japan in 1943. She could transfer 1 or 2 task forces from those facing the USA at Rabaul and Truk to the Indian Ocean in conjunction with LND and land forces in an attempt to capture Calcutta and NW India.

Secondly, you could transfer forces into the theatre from elsewhere. Massive transferring of units should be entertained rarely. While being transferred, units are not helping any campaign. Too often players rob Peter to pay Paul, losing in both theatres.

As both sides are usually striving to gain superiority in the same theatre there are many situations where turns go by with little or no naval action, as neither can gain an ascendancy. Be patient. You should only take the risk of over-extending your forces if it is critical that you commit extra units to a front (usually involving TRS attempting to deliver forces to a land theatre).

Now for some **tactical** hints.

The basic movement system is the same but with the addition of range, which radically curtails French and Italian naval units once unleashed outside the Mediterranean. The Commonwealth player in particular must be careful to measure the range of enemy naval units. There is no point escorting convoys the enemy forces can't reach.

The combat system is very different, and employing existing tactics may seriously embarrass you.

Air combat is much more likely now than before. Unless you can gain 4 surprise points, any ratty old plane on either side gives that side the right to call an air action. Because of this one change, it is more critical than ever that you have CVs and land-based aircraft astride as many of your controlled and contested sea-areas as possible.

To maximise aircraft effectiveness, it is often necessary to fly naval air missions rather than naval air interception missions (which nearly always forces you into a lower sea-box section). On the other hand, naval air interception dramatically increases your

flexibility (as you only need to fly when the enemy sorties). To make the right decision, work out what sections your ships will be in (or are in). If you can reach that box by interception, wait, otherwise fly a naval-air mission in your next impulse.

If you perform a naval action, try to escort all your convoys in the one impulse, so you won't have to perform another naval action to cover the vital pipelines if your opponent sorties with his ships or SUBs.

When you enter a sea area that the enemy could contest (either now or in a future impulse), concentrate your naval units in one section (with possibly a LS or NAV in the '4' sea-box section to minimise the chances of surprise). If you split up your units, only amazing dice rolls will stop your opponent picking and choosing targets.

Major ports are extremely important as they are the only places where you can collect a sizable naval force. Controlling the major ports will allow your navy to strike almost anywhere with a small number of naval movements while your opponent must perform naval actions to collect his forces from a large number of scattered minor ports.

A vital element of any naval strategy is to have a secure base for your fleet. You must have at least one land unit and one FTR protecting your fleet, or else you will be subjected to damaging enemy port attacks and/or invasions to try to capture it. If your opponent has naval superiority in the theater, 2 land units, 2 FTRs, and a NAV make a more prudent defense. Remember, you can rebuild air and land units in a few turns, but your fleet takes years to replace: don't lose it by unwary play!

The Sub War

In **WiF5** you would have to be playing incompetently to lose your merchant marine. Nowadays, it doesn't matter how good you are, you are going to lose CONVs.

In this edition, Sub warfare is integrated with the naval system. No longer do you have the entire turn to establish your convoy escorts. Now you can be attacked on the first impulse, before you have even had your breakfast.

To make matters worse, convoys have a capacity now (each 5 factor CONV being about a million tons). Each convoy increases the chances of the enemy finding you, and as the final straw, the escorts must now return to base before production (leaving convoys vulnerable on the first impulse of every turn). Finally, when subs and convoy points are included, there will usually be sub combat unless you have aircraft and are not surprised.

When you add up all these difficulties, you will soon realise how touch and go the Battle of the Atlantic actually was.

The ideal convoy sea-area defence is a NAV or CV and some cruisers in the '0' section with the convoys, a similar force in the '1' section and a kill group in the '4' box. Needless to say, when you work out the logistical requirements of this defence, you will run out of ships long before you have run out of convoys to protect.

The minimal convoy defence is a cruiser in the '4' section, or a NAV that can react into the '3' or '4' section. In clear weather against a sub, also in the '4' section, the sub will find, and be forced, to fight the cruiser 40% of the time. There will be no combat 30% of the time and the sub will only find your CONV alone 30% of the time. Unfortunately, often when a sub finds, it kills.

Even more unfortunately, if the sub player gets to move first in an impulse, the best box you can be in is the '3' section (ignoring NAVs with magic 22 or 24 range). This increases the chance of the sub finding your convoy alone to 35%, while the chance of the sub getting caught by your force drops to 30%.

Your defence of your convoys should fall somewhere between the minimal and ideal defence. If you put in less than the minimal defence, you deserve everything you get. In my case, I managed to lose 8 million tons of Commonwealth shipping within the first 24 months of the war. As I had only replaced 1 million tons, I was seriously embarrassed in my Battle of the Atlantic (and Australia could forget about any mail deliveries for the duration).

I thought that losing almost half my 20 million tons of merchant shipping was absurd (I had never lost so much shipping ever in a full game of **World in Flames** let alone in the first 2 years), so I checked a few reference books. I couldn't believe it, in that same period, the Commonwealth lost 8 million tons of merchant shipping to the U-Boats. Of course, Winnie was smart enough to rebuild his.

The only difference between Churchill's Battle of the Atlantic and mine was that I was hoping to bludge off the US merchant fleet, after they entered the war. I started to wonder whether I would last that long.

The basic problem when fighting subs is that they only fight when they want to. If you want to fight them, you have to make it enticing to attack. Because you can lose everything if you make it too enticing, a better strategy is to deter. The best deterrent is land-based air. As long as any aircraft can reach the '0' section, the sub player must spend 4 surprise points (unless it is one of those horrible storms or blizzards that ground all your aircraft) to call a sub or surface combat. If the aircraft is a NAV, even better, as that effectively puts the convoys in the '1' box (again, unless it is storm or blizzard), reducing the sub player's surprise points by one. Also, try to get CVs or NAVs into the '4' section. In clear weather you have a 50% chance of finding the sub triggering an air combat, not particularly to the sub's liking.

Keep an eye on your enemy's sub ranges and movement allowances. Defend your congested routes with greater strength than your light routes. If possible, keep your routes at 10 points or less per sea area (you don't want to give your opponent too many search roll modifiers after all).

Another important point is to keep reserves. I know we wargamers hate to keep anything out of the front-line because, in our eyes, anything less than 24-hour per day duty is shirking. Unfortunately, as in real life, this can lead to disaster.

It is far better to have a 10 point line from Liverpool to New York (30 points required via the North Atlantic, 40 via Iceland), with 15 points in reserve, than to have a 15 point line with no reserves. For each turn you get 15 resources, you will have one where you get none, leaving you behind the prudent players who can patch up their convoys without losing production.

Finally, it is better to structure your routes using longer connections if this makes them safer from enemy attack. For example, if you can afford the convoys, it is better to go from New-York to Liverpool via Iceland, rather than the more direct North Atlantic route after

Greenland and Iceland are friendly controlled. The northern route can be guarded by land-based aircraft along the whole route, unlike the North Atlantic route.

If ever you are caught without reserves, and your convoy lines are ruptured, return them to base. Although you will lose contact with your empire this turn, you will maximise your flexibility next turn by being able to lay out your convoys late in the turn, giving your opponent the minimal opportunity to disrupt it.

When all else fails, you could always consider building more convoys.

The land war

This system is fundamental to the game. You cannot win the game unless you can capture objectives. This will only be achieved if you thoroughly grasp the concepts involved in the land/air system.

In any particular theatre your forces will be in one of three states, **superiority** (2:1 or greater land and aircraft factors), **rough parity** (1:2 - 2:1) and **inferiority** (less than 1:2).

When you are in a position of **superiority**, you should be aggressively attacking everywhere. Most of your LND should be used to ground strike, leaving a few in reserve to counter any (unlikely) counter-attack. Your fighters should only escort your weak bombers, keeping at least 1 for each enemy aircraft unit. Attack units that are face-down, attempting to isolate and destroy adjacent units. You can even afford a lot of low odds attacks if you have the HQs to reorganise your remaining units, because attrition will favour you. Your 2:1 superiority will rapidly rise past 5:1, from which point the theatre is yours.

When you are in a position of **inferiority**, the picture is not so bright. Your LND should be saved solely for defensive ground support. Your fighters should be used to intercept your enemy's LND (especially if outside of their escorts' range) and to escort your own (especially where the enemy can gang up with fighters).

Your HQs should lurk in forests to reduce their chance of being ground struck (by the way, it is better to ground strike HQs in the open than a stack of other units as the HQ would otherwise be able to reorganise that stack and 1 or 2 others). After the bomber wave has passed, you should rush your HQs forward to reorganise as many units as possible. But be careful not to use them early in the turn or they will be face down and sure to become a focus for enemy attacks. Unlike earlier editions, HQs are expensive and take a long time to replace. Sometimes it is better to sacrifice 2 or 3 mediocre units and save your HQ instead.

The most interesting situation is that of **rough parity**. This leads to the **offensive/defensive** strategy where both sides concentrate on defence but remain alert to counter-attack possibilities. Do not get over-confident. One too many attacks, rolling one too many 1's, and your whole line could be face-down just waiting for your opponent to chew it up (ugly!).

With that caveat, the side with the edge should launch some careful assaults, preferably at high odds. Keep several LND in reserve for defensive ground support just in case the attacks go badly wrong.

Now for some **tactical** hints.

First off, a quick comparison of the **WiF5** and **Final edition** combat charts show that they are slightly more defensive than before.

At 3:1 straight blitz, the attacker has only a 30% chance of not being disrupted as opposed to 33% in **WiF5**. Even worse, if you have disrupted one defending land unit, you now only have a 40% chance of coming through unscathed as opposed to 50% in **WiF5**. It is only by disrupting 2 defenders now that the chances of not being disrupted increase to 50%.

What this means is that it is now even more important to launch a few high odds attacks rather than more lower ones. 3:1 is the break-even point (you will cause as many casualties as you take). Once you get odds higher than that, your chances of launching a successful attack increase dramatically (each odds increases being equivalent to a +2 on a ten-sided die as opposed to +1 on a six-sided die).

Another reason that one or two high odds attacks is far better than several low odds attacks, is because the latter will leave the majority of your units turned face-down with no exploitation force, or (even worse) no reaction force to halt any enemy counter-attacks.

Now the golden rule of land combat. **Never launch a land attack if you cannot afford the worst possible result (usually a '1').**

When choosing whether to launch an assault or a blitzkrieg attack, you have to decide whether you want to gain ground or to kill units. On first inspection, the blitzkrieg table does not appear to cause much loss. However the higher number of shatter results and the smaller chance of disrupting the attacker's units means that blitzkrieg results early in the turn will create large holes and leave units face-up to exploit them later. As the longest turns can be expected when the weather is clear, choosing blitzkriegs on these turns can be devastating.

In certain situations (i.e., Commonwealth units in France in 1940), you may prefer to trap enemy land units than to shatter them. In those cases, take advantage of the new option to reduce any "B" blitz attack result to a "R" retreat result instead, so you may pursue and destroy the unit on a future impulse.

The proper use of invasions is something few players understand. A tactical invasion (one that occurs directly behind enemy lines) in, for example, Alexandria, Rome, or Calcutta, can unhinge the strongest defence line with little risk.

A strategic invasion (e.g. D-DAY) requires far greater commitment of force and considerable planning. The objective is to land and stay ashore in force. The initial landing will be shallow and therefore vulnerable. So it must be made in strength and protected by air cover. However, you should not send all your infantry units ashore in the first wave. Keep some back (along with your armour and HQs) to guarantee exploitation forces in later impulses.

PARA units are very important for several reasons. First, they can be used tactically to support land units either to help demolish a fortification line, or to help an invasion ashore (e.g. by blocking a counter-attack). Secondly, they can be used to drop on strategic targets, for example factories (possibly destroying them if that optional rule is being used). Alternatively, you can land on enemy fleets in an

attempt to capture elements of it.

Another, particularly dastardly trick, is to launch multi-stage drops with 2 or more ATR. An example is a Commonwealth to paradrop into Salonika. Unless the Germans react immediately, another ATR and a TAC can be rebased or naval transported there and the PARA can drop into an undefended Bucharest or Sofia, knocking Rumania or Bulgaria out of the war (I write from bitter personal experience).

When using LND in support of a land offensive, the best of them should be used for ground strike, with the remainder kept as a reserve for ground support.

Offensive ground support is not as useful as you can never guarantee that your offensive ground support will be able to help you, at the moment when you declare your combats. It does have one huge advantage over ground-strike. It doesn't use up one of the few air missions you have in a land or combined impulse.

When using your LND in defensive ground support, try to lower the odds to 2:1 assault or 1:1 blitzkrieg. This guarantees that all attackers will be flipped. Alternatively, use them to convert 7:1 blitzkrieg attacks (or 10:1 assaults) down to lower odds. The mere fact that your opponent has launched a high-odds attack means that many units will be committed to combat. If you can lower the odds and turn all those attackers face-down, you can bring the enemy's whole offensive to a screeching halt.

The air war

The naval, air and sub war sections above give you many tips for using aircraft in these vital battles (one of your many difficulties with aircraft will be that you can never have too many of them). This section deals with air missions independent of the land and naval war.

First off, strategic bombardment. Obviously, this is of most benefit to the US and Commonwealth players, as for much of 1942 and 1943 it can cause Germany more losses than anything else those major powers can do. I am constantly amazed (and as a German player extremely gratified) whenever the Allies ignore this critical aspect of the war. Think of the cost to Germany to defend against strategic bombardment.

First off, due to the short-range of German fighters, Germany needs a minimum of 7-10 aircraft spread throughout Germany to cover all her factories (let alone Italy). These are aircraft not shooting down Russian bombers.

Secondly, even if Germany does have the most fabulous air-defence system in the world, remember Douhet's maxim "the bomber will always get through". Simply pick an area of Germany that is only covered by a single fighter, and swamp it with bombers (both 3 and 4 engined). Only one of your attacks can be intercepted by the fighter (and you can abort after the first round if you live so long), leaving the rest of your bombers an easy and destructive flight.

Even better, if you have chosen an air impulse, all your surviving bombers can then be re-organised by your HQs at 1 point each, allowing you to go in again during the next impulse. If you choose the same area, again, Germany's disrupted fighter cannot interfere at all. This double-barreled attack (or even triple or quadruple if you have the spare HQs) can cripple the German economy in short order.

If you are squeamish about taking on any enemy fighters, comfort yourself with the thought that just having the bombers in position, forces your opponent to spread out defending fighters, stopping them from doing anything useful (apart from deterring you, of course).

Finally, remember that each factory you bomb in 1943 is 3 times more devastating to most major powers than those you bomb in 1939. On the other hand, the early loss of oil can be critical to the war effort.

Another mission that has changed is air transport and paradrop. Because the only limitation on moving is that imposed by the sequence of play, it is now possible to move a land unit to an ATR in the land movement step, and then fly an air transport or paradrop mission in those steps. Thus, you can camouflage your intentions by keeping your ATRs and PARAs in different hexes.

Finally, there is rebasing. Nowadays you can rebase as many aircraft as you like face-up, provided you have the air missions. This can be very beneficial to players when they need to move large number of aircraft between fronts (e.g. Germany re-deploying aircraft from the western to eastern front in 1940). Also, they move after the land units do, so it is somewhat easier to keep them up with an advancing front line.

Production strategies

You can't fight without units and the production strategy you use will make the difference between victory and defeat. It will also determine the grand strategy you will follow (e.g. TRS are needed for a German invasion of Britain). So, you must start the game with a production strategy. If you just build a bit of this and a bit of that, you will end up with a force incapable of meeting any of your objectives.

Production in the final edition is more dynamic than in **WiF5**. Most major powers start with a production multiple of 0.5 or less in 1939. This increases to 1.5 by 1943 (at last you can insist that Speer doubles all production and have some chance of your orders being carried out), and even to 2 if you are invaded or are the USA (imagine, the USA can now produce 80 build points a turn, quite a handful for even the most resourceful Axis player).

What this means, is that each loss in 1939 is equivalent to 3 losses in 1943. So, conserve your early forces, and make sure every build point counts.

Watch your enemy's production and gearing limits carefully. What your opponents are building provides clues about their objectives. If his infantry limits, say, are low, you can target his infantry units, knowing that they can't be replaced quickly. Or, if Germany is building AMPHs, the Commonwealth can start sweating.

You must also maintain your gearing limits in critical items. From the moment Germany and Russia are at war, they must

maintain high infantry type gearing limits. You will be amazed at the phenomenal loss rate they will suffer during the summer. On the other hand the Japanese, US and Commonwealth players want to keep their naval gearing high, particularly on the Nov/Dec turns, just before next year's plans for "Carrier Project X" roll off your naval architect's drawing board.

Fortunately, with this edition, there is such a plethora of unit types that gearing limits are not such a problem as they used to be.

If you are playing with the optional oil rule (something I highly recommend, by the way), a whole new dimension to production opens up. Not only do you have to worry about the prodigious amounts of oil your air force, navy and army expends, but you can store what remains, for a rainy day.

For most major powers, every oil you save in 1939, will produce triple that number of units in 1943. Whenever you can, save oil from 1939 to 1941, and then start expending it from 1942 onwards. The question is, when should you switch over from being a conserver to being a spender (you don't want to be one of those people who tries to take it with them). Unfortunately, you will have to make that calculation yourself, based on the exigencies of the moment. After all, if you are the Commonwealth being invaded by Germany, then any oil in Britain could end up fueling the Axis war effort. In this case, eat drink and be merry, for tomorrow you may die.

Of course the 3:1 production ratio between 1939 and 1943 is not the whole story. Units you build earlier have a greater effect on the game than those built later.

There are further notes on production strategies in the 1939 campaign game notes.

US Entry

Like many other systems, US entry has changed. I have discussed some of the strategies that the new US entry systems entails in the 1939 campaign notes. The following discussion provides some more general ideas about US entry.

The distribution of US entry chits has a saddle shape, whereby you will have less US effect if you do actions or options in 1940 than in 1939 or 1941. All major powers should use this as a guide to when to perform aggressive or pacific actions.

Only the US has a knowledge of the chits' totals. Use this as a guide to when to choose certain actions as well as to warn your allies of the ramifications of their actions. For example, if you have a bunch of '0's in the Ge/It entry pool, you can inform your allies that, if they go berserk, it will probably not hurt US entry. Or you could pick some US entry options knowing that it is unlikely to increase the tension.

On the other hand, if you have a bunch of high chits in an entry pool, you want Allied aggression to be at a minimal in that theater.

As the war progresses, you can feint and bluff and hopefully draw one of the Axis into a premature declaration of war. In one playtest, our Japanese player brought the USA into the war approximately a year early because he believed my propaganda about the imminence of US entry. This gave the US a freebie 240 extra build points over the rest of the game. Not bad for the loss of 3 old tired BBs & 1 CL.

Unfortunately for the Japanese, they are on the horns of a dilemma. Either they will get surprised by the US navy when the US declares war on Japan, or Japan gets to surprise the USA when Japan declares war. Even if Japan doesn't care about striking Pearl Harbor, there is no way that Tojo wants 7 US carriers port-striking him.

Thus, a cautious Japanese player may come to the conclusion that the Japanese navy will only declare war when the US fleet is concentrated in the Pacific for a surprise raid, on the assumption that, if the US player declares war with his carrier fleet in the Europe, at least you won't be surprised.

Unfortunately, FDR can use this assumption to his advantage. He masses a couple of carriers in Honolulu, do you strike them? He adds 1 more, do you strike him now? He adds another, do you go in now? Next thing you know he declares war, does a naval move and catches you with your pants down. The US entry is designed to scare the Japanese player and you must now have nerves of steel to out-wait the USA in a game of patience which takes no prisoners.

The best way to keep track of US entry is to record the chits that the US player must reveal when picking options. Using the results of previous draws, intelligence and a bit of thought, you can usually come up with a pretty accurate picture of where US entry and tension is right now.

Another good indication is when the US passes war appropriations. US entry may only be a turn away.

Finally, try to judge your US opponents. If they never attempt to declare war at less than 60% chance, you will not have to worry about a declaration of war before 1942. On the other hand, you will have little warning after this period, so be ready from then on.

If your opponent likes taking 30-40% crap shoots then there is little you can do, as you can expect an attempted declaration of war anytime from the start of 1941 onwards. All you can do is keep your fleet in port, hope the attempted declaration of war fails, and then use the dice-roll to give you an upper limit of your opponent's chances of declaring war (e.g. if your opponent rolls a '1' and still cannot declare war, you know they're just bluffing or trying to reduce their tension).

When the US player does attempt to declare war, it does pay a cost for failing. The loss of a tension chit usually has more effect than the loss of an entry chit, but both can hurt. Sometimes though, the loss of a tension chit is beneficial, so feel free to attempt declarations of war that have little chance of success, if that increases your chances in a later impulse (you can attempt to declare war in every declaration of war step, after all).

Offensive chits

Offensive chits represent agglomerated supplies, materiel, reserves, replacements, and logistic support that can give your campaign some real punch. They should be used prudently. In most cases, offensive chits are not worth the cost. However, there are several times where they are invaluable.

Firstly, they can sometimes be useful in land actions. The Germans particularly can benefit from offensive chits in Russia and France to achieve breakthroughs otherwise beyond them. Their best use is to overrun a hex that is holding a critical sector of the line. Then your follow-up forces can break through smashing other units to their left and right, outflanked, and usually, out of supply.

Remember too that the designated HQ can energise a couple of corps, watch them bust a hole through the line, then move to energise a couple more corps further down the line for another bust-out. Your pincers can then meet up behind the enemy front, pocketing vast enemy hordes, leaving your foot-sloggers to mop up the pocket.

The Allies can also benefit from judiciously played offensive chits in their drives across France and Eastern Europe during the later stages of the war.

Russia in particular should be ready to play 2 or more chits in succession in the latter stages of the war ~ it's the best way to disrupt entrenched German defenders. In all cases, make maximum use of the reduced reorg cost after the chit play, in order to keep your offensive running.

Next, offensive chits can be used in combined actions to mount major invasions entirely within an impulse, thereby denying the defender any chance to interrupt. This is of particular help to the Allies when they return to Europe. The Japanese can also benefit, using their chit to strike at Pearl Harbor while still securing the vital resources and bases in the South-West Pacific, even if they attack the USA in the shorter winter turns.

Another use is in a naval action to energise a fleet to let it have another go at shore bombardment and carrier strikes (e.g. in the North Sea during D-Day).

Their next use is for air-strikes. This is particularly handy tactically, say in ground-strike or ground-support. They have more limited uses strategically (and none at all navally except for port strikes) as you have to bomb within "range" of the HQ.

The air action use can be deadly when you have an air advantage situation. It is best employed before your land attacks. You will be able to reorg most of your planes that fly (due to the reorg bonus), whereas enemy FTRs may all get used up right away. This is particularly effective in a summer turn. It can be used to disorganise an entire front (especially if playing with the additional air units from **Planes in Flames**), which can be followed up by repeated land attacks against face-down units. This could lead to a large breakthrough.

The last use for your offensive chits is to re flip all your HQs. This can be invaluable for Germany or Russia, if all their HQs are face down and their front immobilized.

Italy, France, Japan and China benefit less from offensive chits and should only build them after building all other useful units. Russia should only build them after she knows that she has survived the German onslaught.

In all cases, any chit play should weigh the expected gains versus the cost. Remember, the cost is not merely 15 build points ~ it is also the threat of using the chit in the future (which may be keeping your opponent's play properly respectful)!

Managing partisans

Partisans can be a damned nuisance. If you let them build up, it can require an enormous effort to winkle them out. In some cases, if this happens, your best course might be to just abandon that country. For instance, if there are 5 or 6 partisans in Yugoslavia, is it worth your time eliminating them or is it more efficient to abandon Yugoslavia knowing that the partisans can never leave?

The best course all round is to stop the partisans appearing, or managing where they appear. You can stop them appearing at all by putting in a large enough garrison. In Burma and India, a maximum garrison is a good bet. Three garrison points can keep both countries under total control.

In using your garrison points, note that mountain and SS units have 2 points each. Those rubbish SS MIL units Germany gets when she takes Paris and Kiev are the best garrison units she has. I would always expect to see them on duty in Yugoslavia, Poland, France or Russia.

The same with your mountain units. They are generally not as strong as your infantry units but have twice the anti-partisan value. Until you need them to defend a key mountain range or to launch attacks during winter, use them to keep the partisans suppressed. In Norway, they can do both jobs better than anyone else.

In other cases, maximum garrisons would be too much. You have to be tricky instead. This comes down to careful placement of your garrison units. Remember that partisans cannot be set up in an enemy ZOC. By spreading out your garrison force, you can eliminate partisan set up points (and, even better, ZOCs can't be cancelled by ground strikes, unlike garrison points).

For example, if you have Vichied France, you could keep all of Occupied France, Belgium and the Netherlands partisan free with just 15 units. Now, I'm not recommending that - 15 units is far too expensive - but you get the idea. A unit in Brussels and units in Lille (or Calais) and hex 1030 will keep partisans out of Belgium permanently. A few more units in France and any partisans that do turn up will be quickly dispatched. To do that you will also need an HQ there but you would need one anyway to keep your fleets in Brest supplied against good Commonwealth play.

The only danger area is near Bordeaux. I strongly recommend that you keep a unit there because that part of France is the only place that partisans are hard to deal with. Its also a great invasion port for the Allies, so you should probably be garrisoning it anyway.

You can use this technique - a combination of garrisons on key locations and enough units to deal with partisans that do turn up - in other places. For instance, two units in Poland (hexes 2935 and 2932) can keep your resources and red factory there safe for one turn. Two more can guarantee a rail line through the country. A further 3 or 4 units can ensure supply to Smolensk or Moscow.

Well that's all for now. I hope I have provided some food for thought and helped you with play. If you would like to read further strategy notes, don't forget Lines of Communication, the **World in Flames** Newsletter. It is full of player's notes, new optional rules, new scenarios, plays of the round and much, much more.

Good luck and good gaming.

25.2 Designers' notes

Michaelangelo once said "I did not sculpt David, I simply chipped away the pieces that were not David, to reveal him. I was merely the first to discover David." In many ways, designing games is a similar process of discovery rather than design.

World in Flames can be played a million different ways, as you quickly find out when you get together a room-full of **WiF**ers. But which way is the best? Is there even a best way? And how do you know?

We have now published **Ships in Flames**, **Planes in Flames**, **Africa Aflame**, **Asia Aflame** and **Mech in Flames**, and each of these have modified the standard **World in Flames** rules to a greater or lesser degree. Now, we have been asked to collate those rules into one complete set. But which rules?

The rules set that you have before you is the synthesis and distillation of more than 2 million person hours of playing **World in Flames**, both by ourselves and our customers. The feedback we have received from this awesome effort has resulted in the most comprehensive, consistent and comprehensible **World in Flames** rules set ever devised. What follows is a precis of the reasons why we included some rules and excluded others.

As you would have guessed by now, provided you have perused the Designer's notes to **Empires in Arms**, **World in Flames** or **Days of Decision**, my basic design philosophy can be summed up as "win on the roundabout but lose on the swing". In other words, decisions should not be cut and dried.

A good game has a plethora of decisions that you have to make based on only limited information. The better players will consistently make the better decisions and will generally win.

A second aspect of decision making is long-term planning and flexibility. Making grand strategy for 6 years through the lens of the fog-of-war is very tricky. It requires you to juggle a variety of factors over a long period. This requires not only a great deal of long term planning but also flexibility in its execution as things go awry. Again, the best players will tend to come up with the better long term plans and exhibit the greater flexibility.

The antithesis of decision making is critical luck. Luck is OK if it is allowed to average out over time. What is intolerable is critical luck, where one or two die rolls can dramatically change the game.

I am ashamed to admit that even the 5th edition of **World in Flames** still contained elements of critical luck. The worst example was the weather table, where one die roll decided the weather for the turn. This was particularly critical in Sep/Oct 1941 and 1942 where I have seen more than one Russian and German player pray to their Gods that if only they get this one dice roll, they will be good for ever and ever, amen.

In this last edition, we fixed this by the inclusion of impulse by impulse weather (it was so obvious I am surprised it was not included in the first edition).

This rule change was a typical case of discovery more than design. Michael Fisher was the person in our group who came up with impulse by impulse weather, but I cannot state that Michael was the first to think of it. There may well have been dozens of **WiF** groups playing impulse by impulse weather long before he thought of it, but we just heard it from Michael first (success has many fathers, while failure is an orphan).

Another way to minimise luck is to mix it up. I have played with many groups that so revere "the device that rolls sixes" that they only employ it on special occasions, like when they are forcibly removing Gibraltar from my control.

Of course you can stop that sort of tomfoolery by using a variety of identical dice so that your opponent cannot tell which one is loaded. But you need to do still more if all the dice are loaded.

To ameliorate this problem, we have mixed up the benefits of rolling high on some tables with the benefits of rolling lower on another. For example, if you have a dice that rolls high, the benefit the attacker gains from combat (where the defender's units are destroyed) is counter-balanced by the weather which will be lousy.

Although critical luck is bad, I believe some luck is good, as it adds variety to the game.

We have enhanced this aspect of the game by going to a d10 for all die rolls. This allows greater discrimination in results, which requires player's to make even more decisions about the wisdom of attacking.

Variety is also added by the sheer scope of the game. No two games of **World in Flames** are the same. Some have truly bizarre outcomes (like the ghost German army of the Caucasus, cut-off from Germany by Russian control of Bulgaria and Yugoslavia, yet still managing to rampage through the Caucasus Mountains, tracing supply back to Italy via a friendly Turkey) that defy prediction.

This leads to replayability because you just know that the next time you play, you are not going to make those mistakes again (you will make a whole bunch of new ones instead).

The next most important consideration in design is simplicity. "Simplicity?" I hear you scoff, "Nine rule books for one game, all of which say different things, is not simplicity". To which I can only admit that you are right. That is why we are now collating them all into one rulebook. Thus, by definition, many rules will thankfully at last pass into memory.

The most infamous example of this is the resource transportation system, to which we are now up to Mark IV (and counting?), on every model of which, we have received more complaints than the previous one (Mk II, the **AfA** version, had so many problems, the errata is now longer than the original rule).

Mk I (the basic **World in Flames** edition 1-5 version) was basically sound except that it had no capacity limit. Thus, if you were one convoy short of your destination, you received no resources, but if you just had that extra CONV, you could transport a million resources if you wanted to. Not many degrees of freedom there.

The Mk II **AfA** version was the most accurate, but drove people mad with frustration, as they had to physically move their resources around the planet.

The MK III **SiF** version is my favourite as it accurately incorporates capacity in the convoy pipelines. Unfortunately, as the optimal strategy is to return convoys to base at the end of the turn, the first impulse of every turn is very long for the Commonwealth player as they have to calculate how many convoys each sea area requires to be able to transport all required resources.

So our MK IV version reverts to a simpler approach. We have CONV markers that have '10' on one side and '5' on the other. Thus capacity will be included without having to deal with a plethora of counters.

Simulating all World War II to a level of detail does entail a lot of rules. Thus, this emphasis on simplicity is the only way we can alleviate the brain-drain required to absorb so many ideas (I'm so sorry that it took us 6 editions to reach this conclusion).

One way to simplify the game is to delete entire systems that are redundant. Thus, we have removed National Effort and Govt. in Exile rules in the **WiF** final version.

National Effort is replaced by annual production increases, as well as the inclusion of militia and garrison corps, that are cheap to build and quick to arrive.

"Govt. in Exile" as a term is gone. Since all conquered minor countries except Denmark did form a government in exile, the rules now state that all minor countries fight on after conquest, as a co-operating ally of their controlled major power.

This aspect of simplicity is emphasised in the **WiF Classic** version, (which is the **Deluxe** edition but with fewer options). The basic systems will be the same, the **Deluxe** edition will just have more (hopefully simple) rules.

Perhaps the least recognized aspect of design is the role-playing element. Although many wargamers may dispute that statement, I believe it is easy to prove, simply by the way players identify with and enjoy playing some countries and hate playing others.

The best way to impart this personality to countries is to give them different capabilities. The counter-mix, location and activities limits of each major power gives them a different feel from each other.

We have enhanced this aspect by including an air action, alongside our land, naval and combined actions. We now have limited air missions in other actions, giving a greater differentiation in the air capability of the major powers.

Now a combined action becomes a real combined arms action such as the Norway campaign, where you must juggle your air assets between paradrop, ground strike, ground support and naval air missions.

Furthermore, each major power has a different air profile (e.g. the Commonwealth gets more air actions in a naval action than she does in a land, while the Germans get the reverse).

Sometimes, of course, simplicity clashes with role-playing. As an example, in previous editions, Russian infantry cost 2 build points. This was to entice the Russian player to build them en-masse, representing Sven Hassell's Russian hordes.

We now discover that the Russians ran out of men and women in 1944, and had to take large numbers of personnel from the factories to fill the ranks. Only because Germany was going down faster, could Russia afford to do this. It now truly seems that "one more kick would have had the whole communist house crashing down" to paraphrase some bloke.

In game terms, changing the cost of Russian INF had a trickle-down effect that just dirtied up the rules. Russian militia cost 1 rather than 2. Since Russian militia cost only 1, should they have only 1/2 garrison and re-organisation cost?

Far better just to have Russian INF and MIL costing the same as everybody else's and increase Russian production to compensate. In this way, we simplify the rules and stop treating the Russian armed forces as if they stepped out of a boy's own annual (and let's face it, from mid 1942 onwards, the Russians had it all over the Germans operationally ~ hit 'em on the counter-blow after the Germans have expended most of their reserves).

So, how do all the changes play? Incredibly enough, much like the **World in Flames** you know and love. Although there are many changes, and you may have to modify some of your **WiF5** thinking, the net effect is to give you a vastly improved, much more polished, yet still familiar, game of **World in Flames**.

I believe that these four elements, decision making, variety, simplicity and role-playing, well-mixed with just a pinch of luck make for the best of games. In this edition of **World in Flames**, we have combined these elements, hopefully, for the better. We hope you enjoy it.

26. Bibliography

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We have consulted many references in preparing this game over the years. Many we have forgotten or haven't kept adequate records of. We referred frequently to the official histories of Australia, Canada, India, the United Kingdom and the USA but haven't recorded them here. These are the most important of the rest:

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Rules, maps & charts: National Capital Printing, Canberra

WORLD-WIDE AGENTS

America & Beth Queman

Europe: PO Box 6253

Los Osos, CA 93412 USA

Rest of World: Australian Design Group (see below)

Rules questions will be happily answered if they are sent in a yes/no format to us at either:

Australian Design Group

25 Quandong St.,

O'Connor ACT 2602 Australia

(self addressed envelope required)

or gdg.rex@cityweb.de

Web Page: www.a-d-g.com.au