

Game Report

Eurowifcon 2011, Table 2

Players:

Boris Bachmann (Italy)
Friedrich Hiller (USA/France)
Gernot Kleckner (Japan)
Michael Semer (CW)
Achim Tulke (Russia/China)
Torsten Weidemann (Germany)

Rules: RAW 8.51

Notable Options: Railway Movement Bonus
 Cadre

We all played for the first time the new RAW 8.51. Please find below the game report, followed by some comments to the new rules. We played from Friday 8pm to Saturday 12am next week and reached J/A 43.

Turn	Main events Europe	Main events Asia/USA
SO 39	<ul style="list-style-type: none">- Heavy German set-up against Poland- Polish set-up to save planes, HQ and DIV- Easy fall of Lodz and Warsaw- France took the opportunity of a lightly garrisoned western front and stormed Saarbrucken and threatened Yugoslavia alignment- By abandoning Danish plans and lucky ground strikes by German planes and an emergency Italian war declaration, France was stopped- A never-ending SO39 with clear weather allowed Germany to crush the attackers and only a 14 stopped Germany at the Maginot line- Italy landed in Morocco with a DIV; due to the need to come to aid to the German, the DIV stays lonely- Russia claimed and received Bessarabia- DK is conquered	<ul style="list-style-type: none">- Bold set up of the Chinese: forward set-up and chance to get the Communist forces out of supply- Total disaster of Japanese ground strikes (1 hit in 34 flights) and 2 rolled 14s in SO 30 stopped all ambitions of Japan in China- US public did not care about Italy war declaration on France or any other event
ND 39	<ul style="list-style-type: none">- Italy ships Germany and Italian troops to Algeria- CW starts to land in Morocco and kills the lone Italian DIV	<ul style="list-style-type: none">- Russia starts to rail the whole army to the Manchurian boarder, sucking up Japanese troops- Some progress of Japan in the south- Again no US chits

JF 40	<ul style="list-style-type: none"> - German builds of AMPH, TRS, CV para, MAR etc lets the CW to concentrate on land troops in CW - Slow Axis build up in Africa 	<ul style="list-style-type: none"> - more Russian and Japanese troops in Manchuria
MA 40	<ul style="list-style-type: none"> - Germany attacks Belgium in snow, kill two corps and encircles Brussels preventing allied support. Brussels is taken out in the 2nd Impuls - France and CW rushes into Belgium - Germany continues to attack and to kill French troops - France surprises the Italian transport fleet and sinks a TRS 	<ul style="list-style-type: none"> - even more Russian troops in Manchuria - No US chit for Belgium... US entry is very low
MJ 40	<ul style="list-style-type: none"> - Germany storms through France. Good attacks are rewarded with high rolls; France misses the build points of the 4 lost corps in the SO 39 attack dearly - Only turn end saves the BEF from annihilation 	<ul style="list-style-type: none"> - Russia withdraws some troops and sends them to the Persian border
JA 40	<ul style="list-style-type: none"> - After 2 more high rolled blitz attacks, Germany takes Paris with a roll of 17 and declines Vichy. German losses in France are one DIV and 2 FTR, no offchits needed - France holds only Lyon, Toulouse and Marseilles - BEF escapes - After long tries, Algiers troops are finally flipped and partly oos. The attack takes Algiers - CW desperately tries to avoid being outflanked in the Moroccan mountains but holds the line 	<ul style="list-style-type: none"> - More Russian troops rail to Persia - After 33 unsuccessful attempts, the first flip in a Japanese ground strike, attack on Sian on +9 fails miserably
SO 40	<ul style="list-style-type: none"> - Italy declares war on CW - Italian forces land in Egypt which is on lightly defended and take immediately Suez - FR fleet is overrun face down in Suez where they have fled after Germany took Marseilles, 1 BB joins the Italian Navy - Alexandria is taken later in the turn - Lyon repulses the first attack 	<ul style="list-style-type: none"> - Japan takes finally Sian and empties two hexes south of Sian, but the large Russian army sucks up a lot of attention and prevents any push into China - Russia declares war on Persia and conquers it without problems - US Italians prevent any debate in the US about war, neither regarding the declaration of war nor about Suez

		<ul style="list-style-type: none"> - US chits are abnormal low. No chit at all was rolled during all die rolls except two but all Allied actions removed chits from the pool. US production in the coming turns therefore well behind schedule
ND40	<ul style="list-style-type: none"> - CW continous to strengthen Morocco heavily with corps effectively blocking the Axies but has few FTRs - Italy takes Cairo 	<ul style="list-style-type: none"> - Russia moves to the Iraqi border
JF41	<ul style="list-style-type: none"> - Some convoy fights in the Atlantic and Italy hunts convoys in the Indian Ocean forcing CW to temporarily close the chain until more ships are present 	<ul style="list-style-type: none"> - RU easily conquers Iraq
MA41	<ul style="list-style-type: none"> - Axis prepare for an attack on Gibraltar - CW has tremendous luck when Germany catches the Atlantic convoy chain in two sea areas without guard but misses all search rolls despite German CV helping to search 	<ul style="list-style-type: none"> - Russia starts again build up on the Manchurian boarder, most of the Russian army and air force is in Asia, the German border guard is tiny
MJ41	<ul style="list-style-type: none"> - This time more luck for the German raiders in the Atlantic, the chain is broken and more then 15 convoys sink - Germany start trying to get Gibraltar out of supply but bad weather ends all dreams 	<ul style="list-style-type: none"> - Russia declares war on Japan and cautiously enters Manchuria - US chits down to 2 in the German and 4 in the Japanese pool. No gear-up, no embargoes, nearly no other option. Incredible bad US entry
JA41	<ul style="list-style-type: none"> - Operation Felix starts. Germany and Italy operate from Morocco/Algeria with a Para, a MAR and a DIV stack, have plenty of subs, all NAVs available incl. both Condors, all long-range FTRs, a large German surface fleet with Graf Zeppelin available, Germany uses off points for additional planes: - Impulse 1: Cap St Vincent (CSV) is cleared of CW ships, a TRS is saving an X but 4 bombers only flip the whiteprint (wp) and miss the black print (bp) corps - I2: CW repairs supply in CSV 	<ul style="list-style-type: none"> - Russia kills speed bumpers and advances slowly in Manchuria - China makes first, unsuccessful attack

	<ul style="list-style-type: none"> - and re-flips the wp corps - I3: Germany sinks the TRS in CSV but 4 more bombers miss again the bp corps and only flip the wp corps. Nevertheless, the para attack on +6 is rolled but dies on 2/2 result - I4: CW repairs again supply and sends a DIV and a wp GAR to Gib, the latter flipping while entering - I5: Germany cuts again supply, fails again to flip the bp corps, the MAR attack with off chit is only at +8 and fails (1/1). The bp is still alive and looks at a lot of dead bodies 	
SO 41	<ul style="list-style-type: none"> - Axis secure INI and go first - Gib is still oos and has only 1 corps and a Div on it - Germany takes an air and more than 10 planes try and finally succeed in flipping the CW bp corps - Italy invades with 1 corps and 2 divs and finally takes Gib - Italy aligns Spain 	<ul style="list-style-type: none"> - Russia clears out Harbin and approaches South Manchuria where a lot of Japanese troops are in the mountains - Japan surrenders as the time window for the Japanese Pacific war is closing
ND41	<ul style="list-style-type: none"> - Germany rails and flies to the Russian border - Germany invades and takes Dakar - Axis kill the CW expedition corps in Morocco 	<ul style="list-style-type: none"> - Russia rails and flies to the German border - USA finally gears-up
JF 42	<ul style="list-style-type: none"> - More rails - A lot of sea battles between Italy and CW in Atlantic, Africa and Indian Ocean 	<ul style="list-style-type: none"> - Japan militarises the Marshalls and aligns Siam - US chits are finally coming
MA42	<ul style="list-style-type: none"> - CW retakes Dakar at +8 in the 2nd try - Germany clears Atlantic of CW convoys 	<ul style="list-style-type: none"> - Japan declares war on NEI, and CW - Japan takes Rabaul, approaches Singapore and secures the oilfields in NEI - Attack on Batavia on +11 fails but falls on the 2nd try (attackers re-flipped by TRS) - 6 (!) US chits - US passes war app.
MJ42	<ul style="list-style-type: none"> - Weather roll 1: Germany declares war on Russia - An unusual Barbarossa starts, 	<ul style="list-style-type: none"> - US declares war on Germany - Next Impulse Japan declares war on US; not too early, US had a

	<p>with few German and few Russian troops as substantial parts of the army of both states are still in transit</p> <ul style="list-style-type: none"> - Unhindered German advance to Kiev and the first cities in the north till Vitebsk, Minsk is taken - Calls for a pass of the Russians are ignored by the US 	<p>70% chance on war declaration</p> <ul style="list-style-type: none"> - Surprise Impulse searches fail - Landing in Philippines; Colombo, Guam, and several smaller ports - Malaysian resource is taken against 2wp corps of CW - Singapore is heavily guarded by 2 wp corps, a DIV and a fort - US prepares fleet in Pearl and Dutch Harbour
JA42	<ul style="list-style-type: none"> - Russia withdraws orderly in the North - Germany takes Pskov against resistance and encircles Vitebsk, following attack fails - Russian Subs clear Baltic's but convoy line is repaired later on - Heavy Russian losses in the North, no German progress in the South - Germany and Italy attack and conquer Portugal - As Germany is running low on oil and SYNTHs are not yet there, Italy crawls near Iraqi oil fields, guarded by Russian wp INF - Calls for a pass of the Russians are ignored by the US 	<ul style="list-style-type: none"> - Japan attacks convoy lines with success - Chinese massive airstrike turns into disaster as 3 Chinese planes die - US strikes back and shows superior spotting ability in the next months (13 finds in a row had heavy attrition on both sides): Subs damage loaded transport - US CV fleet is west of Truk after hunting Japanese TRS sinking it - Japanese navy sails to find US CV fleet but misses search roll - In a daring manoeuvre, US invades on Hokkaido and on the major port Ominato in the north of Japan, Both +10/11 invasions succeed - Japan ships reinforcements to Japan and encircles the invaders on the main island while US conquers all of Hokkaido - invaders are bolstered by new US troops and planes - the Japanese fleets finally finds the US CV fleet near Truk and kills one CV, good drill crews save another CV (X to D), the CVs return to base to Ominato in Japan - A daring Banzai attack on the US troops on mainland succeeds with a rolled 19 - The US CV fleet of 5 CV and 1 SUB lying face down in the port is overrun. But only 1 CV is sunk, all other escape unharmed - The fleet has to go through the Japanese fleet but a search roll of 1 saves the day for the US which manages to sink a Japanese CV

		<p>while again the damage crews save the US CVs</p> <ul style="list-style-type: none"> - US CVs are unsinkable...
SO42	<ul style="list-style-type: none"> - Allies demand reroll to consolidate Russian front behind the Dnepr and get INI - A weather roll of 10 and subsequent Storm results through S/O and all – anyway only mediocre – dreams of Germany end - Italy clears the Iraqi oil from Russian defenders by using a supply unit. The oil wells fill the empty tanks for the Axis as the SYNTs come only in J/F 43 	<ul style="list-style-type: none"> - US send nearly ALL ships and TRS in the 0 box in front of Japan, guarded by FTR - In a lucky 1-10 split Japan finds the fleet and kills 6 and chases away 4 CONVS - All other search rolls in 3 sea areas to cut supply fail miserably - China makes first attack and rolls a 19 - 2 Partisans in China cut supply - Right on the end of turn US clears with a 1-9 split the South China Sea of Japanese CONVS
ND 42	<ul style="list-style-type: none"> - Only minor shuffling and some convoy hunting 	<ul style="list-style-type: none"> - A lot of sea battles in which Japan tries to cut supply of the US in Japan but this results only in a lot of damaged and sunk Japanese ships and subs - Small US landing in the Philippines, unopposed in Cebu - Again on turn end impuls South China sea is cleared from Japanese CONVS, Japan burns stored oil
JF 43	<ul style="list-style-type: none"> - Freezing of the lakes allows Germany to close in on Leningrad and take it on a +8 - A weather roll of 1 sees German casualties in suddenly ice-free lakes around Leningrad - CW mechanized forces retook Iraq and killed the defenders - Greece is declared war on, but no real threat to Athens is established until game end 	<ul style="list-style-type: none"> - More US island hopping bypassing Truk and Kwajalein - Clear weather roll enables US to land in Fukuoka. The +12 invasion survives only one MAR. In the airfight before, a lone US FTR killed three crack Japanese planes with rolls of 19, 19 and 4 - Right on the end of turn US clears with a 1-8 split the South China Sea of Japanese CONVS
MA43	<ul style="list-style-type: none"> - Some skirmish in Russia with nothing noteworthy - Allies try to land directly on Kiel at +7, but the local notional killed the daring invaders after the German Condors cleared against good Allies air support - Germany sailed the fleet and surprised the Allied fleet in the 0 box (new rules: after invasions mandatory drop) and 	<ul style="list-style-type: none"> - Japan clears Fukuoka from the MAR - Also the second Chinese attack is a success and retakes Sian despite three defenders - The desperate need of Japanese ground troops allows China to close in on Canton - After 1y of siege before Singapore, being unable to flip the defenders (Japan did not learn from missing ground strikes in

	gets an X on one AMPH which is saved. The Kriegsmarine is then heavily decimated	China), Singapore is taken by force against 3 defenders and a fort by a rolled 19
MJ43	Not played	Not played
End of Game	<p>Unfortunately the game ended premature. We simply played too slow. The game ended in an interesting situation. While Japan was already severely beaten, the Euro Axis was still strong. The Japanese fleet was still fundamentally intact and had dealt out a similar amount of damage as it had received but the Japanese economy was already under very strong pressure by US forces in the South China sea. Consistent bad luck throughout the game and the focus of Allied activity resulted in a Japan which could only harbour very limited dreams.</p> <p>In the West, the Russian front was stable. Neither Germany nor Russia had the strength to go anywhere and the Germans started to dig in using the terrain. Fortress Europe was strong with more troops defending from Spain to Kiel than the very limited Allied ground troops available in 1943 could handle. The Allies were therefore limited to attacks on peripheral targets like Egypt, Marocco, the rest of North Africa and Norway. All these targets except Norway were well garrisoned as well. Allied hopes had to rest on a strong landing in 1944 going right for the throat. US production was weak due to the abnormal late gear-up, but on the other hand could be concentrated on Europe.</p> <p>Conclusion: an interesting game with an open end. The new set of rules worked mostly nicely, see our comment below. We consider it a draw.</p>	

Rules Feedback:

The numbers are stars awarded out of a maximum of 5

a) New production multipliers (5/5)

This is a great idea. Getting BP only for killed units has a very good effect. Poor progress of the attacker is not getting even more difficult by production boosts of the defender (+0,25 attack and +0,25 in supply unit in home country). And good progress makes the defender much tougher. This has very good implications in China, France and Russia. Especially France is now more historic. A screwed German in France kills the game, this rule helps there a lot. Also the strange moves to avoid entering homelands (e.g. Eastern Prussia) are now over.

b) Reserve set-up (4/5)

Also a great idea to set them up only in your own impulse. Germany now has to have a decent guard in France and Russia needs core troops at the front and the minors are tougher cookies.

c) Target picking in sea battles (5/5)

The modifications are very good. No longer sole CONVS are sucking up Xs and guarding CONVs gets dangerous. Also a good guard helps to prevent that all damage goes to the CONVs. The guard now dies for the CONVs as intended.

d) Oil rule (3/5)

The oils rule makes the game easier, what is good. On the other hand, good players are no longer awarded (the usual 1,4/2,4 reorg in the end). It changes the game, as HQs are constantly used for attack and reorgs as you no longer think about flipping cost. It has a major change in China, as Japan no longer does the usual Combined with ground strikes and then – if successful – an attack. But oil is not scarce as we feared beginning the game. The German never did any oil saving, just attacked always and had no oil problems, except when he mis-timed the arrival of the SYNTHs. SYNTHs are now MUST-builds for Japan and Germany. Italian Naval seems to be too expensive compared to German Naval, while Italian Air is quite cheap. We feel mixed about the rule.

e) Cadre (4/5)

Nice feature, gives bonus to good play by carefully setting up attacks.

f) CONV = 3 ships (4/5)

Good idea, more realistic. You have to guard your convoy lines heavily as you otherwise get larger losses

g) CONV damage (5/5)

Very good idea. Stops disasters if someone is hit by several attacks in a row

h) Set-up changes (4/5)

Less ART for France is good, see above comments for France campaign. More CONVs for Japan is always a good idea. Postponing the Queens for CW is ok, but not really necessary. We did not play the ?-changes. Mao as PART HQ is a bad idea as it severely weakens China, if not even cripple it. Fewer Norway troops are good if you play with the Norway mining option.

i) Norway mining (0/5)

I do not like this idea at all, even if we have not played it. It is very cheap for the allies and forces a Norway campaign on Germany. If played early, Germany has one winter without Swedish resources, a severe burden. Taking Norway is very difficult and Germany can not afford naval movement in Summer 1940.

j) New US options (4/5)

Nice idea as they reduce luck in the US entry system. The system again showed its volatility in this con with one US entering Global war in M/J41 and one US with gear up in 42. I am in favor of balancing it further.

j) making standard options to binding rules (5/5)

All options transferred were anyway standard, so making them rules is good. No-one misses Japanese Command conflict.

k) Invasion rules (3/5)

Setting the invasion force to the 0 box is a nice idea. This makes life for invading countries much more difficult. Going to Gibraltar via a first invasion of Portugal is now risking your invasion ability. Also the Allies have to be careful with the first invasions when the striking capacity of the Axis is still high. We have not seen any large scale Allied invasions except the one in Japan, so it is hard to judge how many games will be in difficulties after seeing a couple of AMPHs sunk in the Med.

l) Strat Bombing (5/5)

The table change is a great idea. The lone bomber hoping for a lucky hit is now gone. Either the Allies make strat bombing a strategy or they achieve nothing. And China is more resilient.

m) shore bombardment (4/5)

Very big change in the game. Most tables have anyway played with house rules limiting too much shore bombardment. But no-one with such a strict rule. This makes invasions much more difficult. Invading entrenched defenders – hexes with corps – is now always very risky. I believe we will see less success in Gibraltar, Italy and Normandy invasions. In our game we noticed how difficult this is now when we hit Gibraltar. Operation Husky or the Longest Day will now be nail biters, especially combined with the 0 box rule.

n) weather tables (5/5)

Makes weather less volatile, therefore good.