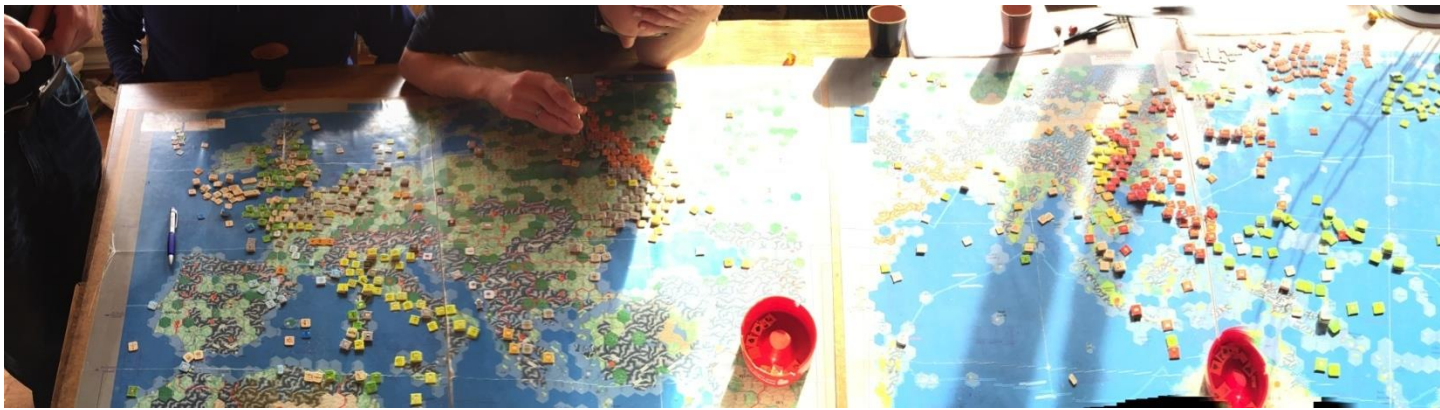

World in Flames

Played: Game played at Euro WifCon 2014 in Hoffgeismar

Axis Team: Henrik Jacobsen (Ja/It) and Carsten Thomsen (GE)

Allied Team: Allied Team – Markus Scheffer (UK), Thomas Bilinski (US) and Björn (Ru+fr)

Date.: 23th of October till the 2th of November



The above is the whole map in maj/jun 45.

Setup



Italian setup at France's border.



Toward Bessarabia



China



East Germany



France



Poland

Sep/oct 1939

The turn

Initiative: Axis

Impulse	Weather	Comments
1	4	Poland declares war on Germany, but no one believes the truth. Germany responds to the action with a land, and attacks the damn poles. Germany takes Lodz, and another stack of units are killed. Japan took Chengchow FU with no losses.
2		France stabs Germany in the back, and sends in a stack of guns to kill the Italian LL ftr. Nothing much happens except for this wile backstab.
3	4	A land for Germany, which saw 4 attacks +22, +20, +20 and a +6 over Maginot. A combined 20 on Maginot make the Germans break through. Japan takes the southern resource hex.
4		Russia play as an evil empire and claim Bessarabia. Germany allows the claim. France run like the small chickens they are. China is hurt once again.

5	8	Rumania gives away some of its land to her good neighbours, because obviously they did not need the land. Nothing much happens in Europe, but japan attack Sian and succeeds a +8 assault and rolls a combined 23.
7		English inf HQ and a Mech enters Calais. China is retreating.
9	10	Germany hates the weather, but attacks Warshaw and takes it (+10), rolls 25. Japan shuffles around the troops in preparation for good weather in the south.
12		Complete pass to save china. Turn end. 2 partisans in China.

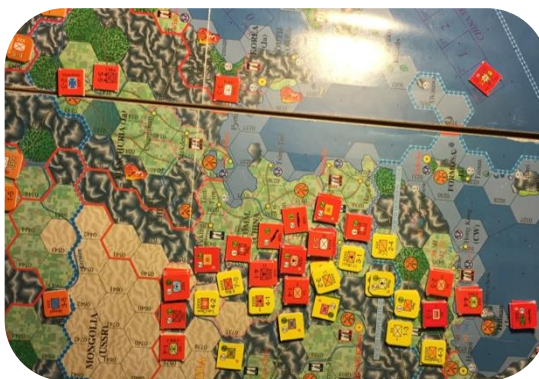
Noteworthy losses

Germany has lost 2 FTRs with pilot

nov/dec 1939



France



China

The turn

Initiative: Allied wins and moves

Impulse	Weather	Comments
1	6	Nothing much happens.
3		Free actions shuffling around in preparation for better weather.
5	3	The allies and Chinese prepare themselves to be attacked.
7		Strasbourg falls, to a +11. A Stuka is lost on another 18 in A2A. Japan takes the MTN in the south with a half-flip retreat.
9	3	Markus thinks the world is evil, and the game is unfair. So nothing new. The French reinforce Metz.
11		Germans stratbombs 2 factors from France. Japanese attacks in the center on a +8. Blitz is chosen, result is 22. Turn ends.

Noteworthy losses

The third aircraft with pilot reduces the German air force further.

Jan/feb 1940



France

China

The turn

Initiative: Allies win and go first

Impulse	Weather	Comments
1	1	Markus is crying due to the global fine. France shuffles, China retreats.
2		Great air battle over Metz, a France FTR dies with pilot, but no units flips. Germany reorgs. Japan attacks Kwei Yan on +10 , result is 13.
3	9	France reorganizes and is happy with the weather.
6		Germany and Japan shuffle
9	5	Shuffle and turn end

Mar/apr 1940



France

China

The turn

Initiative: Allies (Lucky Bastards)

Impulse	Weather	Comments
1	7	Shuffling
3		Italy declares war, and takes a naval. Some rebases. Ge declares war on Netherlands, and takes out everything except the capital, as it was brilliantly defended in the rain. No losses, the paras had the day.
5		English make a large attack on Rotterdam from a reinforced Amsterdam +2. Rolled a 5 and lost 2 units (A gun and a mil).
7	8	Germany attacks Metz on a +11, roll was 17 and a dead Eng is the result. Amsterdam was taken on a +9 assault. Italy took Malta, and Japan killed another Chinese unit.
9		Reshuffling.
12		Reshuffling
15	3	Global pass turn ends

maj/june 1940



France



China



Italy

The turn

Initiative: Axis win and move first

Impulse	Weather	Comments
1	7	Antwerp was taken on a +16. Liege was taken on a +19 with a heroic 2 on the dice. Japan wait for better bombing results before attacking. Italy moves the fleet to the sea.
2		Shuffle and defence
3	8	Germany takes Brussels on an automatic, and attack Metz again on a +10. The roll was a 4 for a total of 14.
4		They are evil and send their fleet into the med. They also groundstrike and flip all units in Antwerp with a 2 factor bomber.
5	9	Poor mans land and reorg for Germany. Italy put pressure on Athens.
6		France sends out its navy. Italy beats the English in the eastern med and the Allies run like beaten puppies. Nowhere else are there any fights.
7	6	Germany attacks again, and rolls the highest yet this turn a 6, for a total of 12 on blitz.
8		The French counter attacks, and roll a total of 18. Halfflip/retreat, and send my monster stack in Alsace back to Germany.
9	4	Germany high command is not satisfied, but at least the Italians know what they are doing, and now own all of Greece, Malta and Tunisia.
10		Shuffle and turn end.

Noteworthy losses

Attacks for Germany this turn, is a 6, 2, 4, 3 and 6 for an average of 4,1.

Jul/aug 1940



France

China

The turn

Initiative: Axis win and go first

Impulse	Weather	Comments
1	8	2 attacks from Germany, 1 from Japan. One failed in Alsace area, and 1 succeeds in northern Belgium.
2		The English flips 2 corps in the forward German hex with a 2 factor bomber, and send Alexander to France.
3	9	The Germans attack the French mech stack, and breaks it.
4		The French and English make a tactical withdrawal
5	1	The Germans attack and succeed + 17 rolled a 16....
6		CW damages a trs in Italian coast and sends the fleet home
7	10	Another hex taken in France, with no losses.
8		The French runs
9	6	Takes a +17 on Lille, rolls 3, a +19 on Metz rolls 4 and an auto attack on the forest. 3 dead units from France and CW and 1 gar from Germany
10		Partial pass – turn ends

Sep/oct 1940



France



China

The turn

Initiative: Allies

Impulse	Weather	Comments
1	4	Shuffling
2		2 Attacks on auto and +13 blitz bring us closer to Paris.
3	4	Shuffling
4		2 attacks one succeeds, one +9 hit a 12. Hex number 2 on chunking is taken by the Japanese.
5	3	Shuffling
6		Germany make 2 attacks +20 and +16, both succeed, passed the seine. Japan takes another hex on chung king.
7	10	Shuffle
9		2 attacks, +15 assault (2/2 res) and a +9 assault (1/r result)
12	3	Partial pass, turn ends.

Comments

Rolls are consistently low for Germany

nov/dec 1940



France



China

The turn

Initiative: Axis wins and go first.

Impulse	Weather	Comments
1	6	In the bad weather Germany attacks the 2 HQs on +12, and +11 blitz. Both succeeds, and only one with losses.
3		Shuffle
5	8	After being starved and bombed for days, Paris falls to a +12 assault. Snow is obviously good weather.
7		Turn ends.

Jan/feb 1941



France



China



Russia

The turn

Initiative: Allies (axis goes first)

Impulse	Weather	Comments
1	3	Move forward toward Bordoux, kills 3 units near paris.
3		Shuffle
5	8	Continue through France killing a 2-factor mil, and taking all coastal hexes.
8		Moves a bit. Turn end.

Mar/apr 1941



France



China



Russia

The turn

Initiative: Allies (Axis goes)

Impulse	Weather	Comments
1	3	Shuffling, and moving towards Russia in a poor mans land. Japan moves troops for a summer attack on Chung King.
4		Shuffle
7	9	German air impulse and a bombing on London. 2 CW ftrs downed, and 3 pp lost. Great victory for Luftwaffe.
8		Shuffle
9	9	Stratbombing CW. No damage, but no city in UK feel secure.
10		Not much
11	4	Poor mans land. Turn end.

Maj/Jun 1941



France



China



Russia

The turn

Initiative: Axis (allies goes)

Impulse	Weather	Comments
1	5	Shuffle
2		Towards Russia. Japan shuffles.
3	2	The CW stratbombs and hit one point
5		Towards Russia.
7	6	Russia plays border control with way to much garrisons. They have not sent enough to prison camp Siberia.
8		Shuffle towards Russia. Japan bombs Chung king and flips 2 units. A +8 is considered a bad attack so we are waiting.
9	6	Partial pass, end of turn.

jul/aug 1941



Russia



China

The turn

Initiative: Axis ini allies go first

Impulse	Weather	Comments
1	3	Russian border guard is having way to many training missions near Poland.
2		Toward Russia the army goes. Poor mans land. Only one unit flips in Chung King so no attack.
3	2	CC attacks Japan on a +6, 2 japan units died.
4		Reshuffling, poor mans land. 1 unit flipped in Chung King
5	2	They do nothing as usual
6		Japan gets a pep talk from the Germans and takes Chung King on a +16 (Land offensive used.). The Chinese main area is open for the Japanese panzer. Germany looks bored and is using a poor mans land.
7	5	Nothing much happens
8		Attack out of Chungking +10 blitz, roll was a 5, eng dies. Germany shuffles
9	2	Nothing much happens.
10		Japan is moving white print units all over the pacific.

Sep/Oct 1941



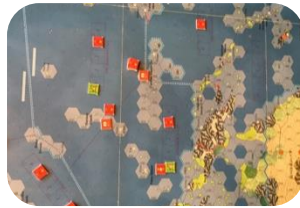
France



China




Russia



Pacific

The turn

Initiative: Axis wins and goes first

Impulse	Weather	Comments
1	3	Germany and Italy tries to punish CW at sea, but nothing much happens.
2		Nothing much
3	4	Japan declares war on CW, and land troops. He invades in NEI (Batavia), and goes into Indochina, and takes all oil resources. German player is bored and annoyed with the Russian. 
4		Russia declares war on Japan, and puts the reserves against Germany.
5	7	Japan takes a naval. Germany shuffle around, and plays nice.
7		US declare war and succeed against Japan (3 roll on a 60% chance). US sail out and through presence with carrier fleet, and attack the invasion fleet. US get 1 Japanese CV (3) sunk and a SCS. US loses 2 CVPs.
9	5	Japan smuggle convoys around the American blockades, and kill some CW CPs.
10		Turn ends.

Nov/dec 1941



Pacific



China



Russia



South china
sea

The turn

Initiative: Axis win and go first

Impulse	Weather	Comments
1	8	Italy and Germany sends out the boats, and sink 8 cps and damages Warwick, no losses. Japan took a naval.
3		It is snowing so the Russians are scared and runs.
5	6	Germany declares war on Russia, moves in and aligns Bulgaria. Japan invades the Philippines.
7		Russia runs
9	7	Germany aligns fins. Moves forward.

Jan/feb 1942



Pacific



China



Russia



South china
sea



Siberia

The turn

Initiative: Allies win, axis moves first

Impulse	Weather	Comments
1	4	Germany moves forward. Japan takes a hex more on Manila in the Philippines,
3		The Russian play with themselves (Moves boringly around).
5	3	In the bad weather Germany take a poor mans air and get the airforce forward. Japan kills a partisan in china (3 factor on the resource), and takes the Philippines.
7		Nothing much happens
9	9	Germany gets annoyed with the snow, and send everything (16 airplanes, paras, Manstein and so on) against Kiev and takes it in a +12 in snow. Turn ends.

mar/apr 1942



Pacific



China



Russia



South china
sea



France

The turn

Initiative: Allies win, axis goes first

Impulse	Weather	Comments
1	10	In this global fine, Germany makes 4 attacks. Takes 4 hexes loses one engineer, kills 5 units, and *B on 2 hexes. (+11, +8, +12, and +11 attacks).
2		US and CW attack and invades Portugal.
3	3	Japan takes Vladivostok. A partisan is killed in Russia, and in the north the Germans push through the swamps.
6		Shuffle time
9	2	Combined sub fleet (28 factors) finds 28 cp. At this time fleet admiral Markus is crying about the horrible world, but a cruiser stops the attack but sinks (He rolled a 2, and the lone cruiser in the 4 box gets the Victoria cross).
12		Turn ends. Russia surrenders to Japan.

Maj/jun 1942



Pacific



China



Russia



Sibiria



Portugal



France

The turn

Initiative: Allies win and go first

Impulse	Weather	Comments
1	11	Russia is finding their defences inadequate, and run away. Americans take the Marshals
2		Germany kills 2 speedbumps and take the 2 factory stack. On a +15 assault as the worst attack. Japan sail out to kill the American invasion fleet, no luck in finding.
3	9	The Americans who where not FD at sea ran away letting some transports stay back. The Chinese is taking air action to groundstrike and reorganize. Russia retreats a bit, digs in and creates a defensive line in the south.
4		Japan sinks a TRS, take the last harbour in the Philippines and kill a sub. Germany uses a 5 and a 6-factor groundstriker, but not enough gets flipped for making attacks, so Germany moves forward to put pressure on Russia.
5	10	Allies declares war on Vichy France. Russia runs again.
6		Germany moves forward and make 3 attacks. 2 automatic and one +11 on Kursk. The +11 is an 18, making a full flip. In the air battle the heroic Russian defenders kill a LND3 with pilot on a very heroic 20 on the dice. Not really the Germans impulse with everything that where not automatic failed. Japan killed the last CW troop in the NEI.
7	9	Russia retreats, the fucking cowards. ☺ US and CW has taken some land from Vichy France. They have at last found an opponent on their own size.
8		Germany take the 2 factory stacks in the south and Kursk. 3 dead

		Russians.
9	6	Russia runs, partial pass.
10		Germany make 3 attacks, and kills a arm div, 2 inf cores, 1 ski div and a garrison. Turn ends.

Jul/aug 1942



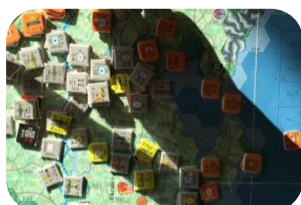
Pacific



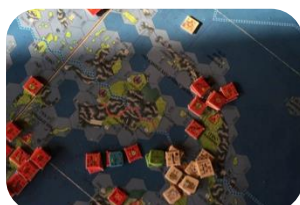
China



North Russia



South Russia



South china
sea



Med

The turn

Initiative: Axis wins, allies demands reroll and win and go first

Impulse	Weather	Comments
1	9	Russia shuffles, CW and US send reinforcements to Algeria, as they cannot even take on some camel drivers without all the might of their combined forces.
2		Germany kills the 2 pickets left for him, and advances. Italy takes an air to get airforce forward. Japanese take care of their convoy protection (Italy hope that CW never learn that).
3	3	Russia stays in a line to defend Moscow. They really mean that enough is enough.
4		Manstein declares that Moscow should fall, and attacks Moscow with offensive points (air, land and land offensive). Moscow falls on a +24. Japan and Italy shuffle a bit around.
5	7	Russia admits that everything is lost at the front and runs once again. Stalin declares Koniev a speed bump, as he is obviously not better than that.
6		Germany continues the pressure against the Russian units in the north, and retreats 4 corps, with high cost, but at least it is cleared out around Moscow.

7	5	American marines, paratroopers, CBs and a armour HQ attacks Algiers, and at last the camel drivers surrender. Russia runs
8		Germany pushes north, kills the Koniev speedbump, and take Yaro.... In the North. Japan makes the attack they have build up for the whole turn. A +10 and hits 15.
9	5	Russia wanted a partial pass, but the CW player tells him that 10% is nothing, and do not matter. Russia runs again (This is getting old). CW and US shuffle units to the Mediterranean. They make a push for Tunisia, but a Italian FTR making a CAP ensure that the Americans choose to be cowards once again. The end of turn roll was a 4. The German player is very happy.
10		Germany keep up the pressure and kill 2 corps and a div, Italy prepares her defences. Japan shuffles.
11	5	Partial pass. Turn ends.

Sep/oct 1942



Pacific



China



North Russia



South china
sea



Meditaranian



South Russia

The turn

Initiative: Axis wins and go first

Impulse	Weather	Comments
1	10	Storm is not conducive for a great offensive, so poor mans air for Germany, and a combined for Italy.
3		The lightning and bad weather, is so scaring that the Russians run. The allies go into the med in force it looks like Sardinia is the target.
5	8	The German kill 2 inf corps. The Italian player and German tries for the invasion fleet, but we do not find it.
7		The allies' groundstrike Sardinia, the Italians use their supply unit. They

invade Sardinia on +11 and hit a 19. (There was an aircombat that stopped axis ground support). A successful second front was created:



9	11	Winter offensive in the snow in Archangelsk and it falls. No more LL to Russia. In Sardinia the axis reinforces.
12		They reinforce Sardinia. Turn ends.

Nov/dec 1942



Pacific



China



Russia



South china
sea



Meditaranian

The turn

Initiative: Allies win and go first

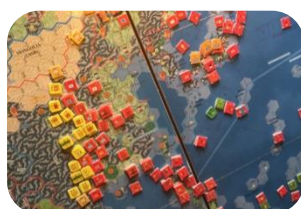
Impulse	Weather	Comments
1	12	A blizzard is coming. Russia moves forward. CW and US looks at the blizzard in the med in display of abject terror.
4		Germany makes a tactical retreat.
7	4	Allies invade another hex on Sicily and looses 2 aircraft but end up getting another hex.
9		Germany does a combined and together with Italy we kill 6 Cps and a

		TRS. Lost one sub.
11	10	Russia decides it should stop being a chicken, and attacked with Zhukov under the cover of Blizzard. On the +4 attack he rolled his first snake eyes and loose a Ski div, inf and Mech corps. US invade Corsica. Turn ends.

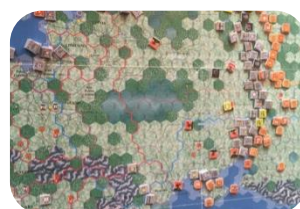
Jan/feb 1943



Pacific



China



Russia



France



Meditaranian

The turn

Initiative: Axis wins and go first

Impulse	Weather	Comments
1	5	Manstein make a combined Finish, para and MTN action against Leningrad and gets a +18. The roll was a 5 for a combined 23.
3		The Allies continue the pressure on Sardinia, and flip a supply unit.
5	6	The Axis shuffle units around for better defensive positions.
7		A sneaky Russian counter attack hits Archangelsk on a +12 and kills an inf and cav. The 10-5 mech enter the game. This was definitely a boost for the Russian moral that have never before succeeded at anything else than making tactical retreats.
9	7	We smuggle more forces to Sardinia. That trench war look like something out of WW1. Germany reinforces their Northern front, with the units from Leningrad. US take Truk.
11		Shuffle around. Turn End.

Mar/apr 1943



Pacific



China



North Russia



Sardinia



Mediterranean

The turn

Initiative: Axis wins and goes first.

Impulse	Weather	Comments
1	7	Manstein has been ordered a vacation in “rented” apartment in Paris, after a well-fought campaign he needs a vacation. He is partying with the panzer reserves.
3		Nothing much
5	3	A German attack in snow, and the Russian retreats.
8		US tries to go out with the subs, a heroic Japanese cruiser find the subs damage one, and aborts one. It gets damage and finds the last sub and kills it while still burning. Russia makes a tactical withdrawal from the clear hexes.
11	9	Germany shuffle units. Tries to groundstrike for an attack but no luck. Turn ends.

Maj/june 1943



Pacific



China



Russia



Sardinia



France

The turn

Initiative: Axis wins and go first.

Impulse	Weather	Comments
1	8	Germany and Italy prepare for an invasion in northern Europe. Germany groundstrike Zhukov, and make an attack on a northern town who falls to the might of Germany.
2		Air from CW and US flips Manstein in his vacation home, and Graziani in his. They reorganize their airforce. The Americans get ready to move their fleet closer to the poor Japanese.
3	6	Germany takes another hex in the north of Russia. We shuffle. Japan prepares for the American offensive.
4		CW and US air. 17 bombers fly. 1 got shot down. Not a single unit is flipped. The axis is just as surprised as the Allies.
5	6	Germany make another attack in Russia and kill yet another stack. Nothing else of note happens.
6		CW move out in the North Sea with invasion troops. US take another air impulse. The Russian start an offensive with 2 attacks, gets one retreat and kills one German infantry corps.
7	3	Rain in arctic makes the German withdraw from some exposed hexes. The Germans make one attack, that succeed.
8		The western allies invade. The following picture show where and with what, but the allied was extremely nervous through the 2 aircombats that cleared their 4 paras through. (Ochit on Bradley).



The allies only landed 2 stacks out of four.

9

6

Reorg on Manstein, and an land offensive ensured that there is only one inf left alive of the invasion. An attack in Russia kills a Cav.



Poor lonely inf.

10

The Allied admits that the invasion could have been better planned, and fetches the survivors to learn from their mistakes. The 8-3 inf goes home and gets a medal for surviving.

11

6

The German make 2 attacks. One is a snake eyes that kills an Eng and a div. The other kills a Guard mot div and an inf. The turn ends.

Jul/aug 1943



Pacific



North Russia



Meditaranean



France

The turn

Initiative: Allies win and go first

Impulse	Weather	Comments
1	6	Russia runs once again. US and CW put pressure in the med.
2		Germany moves forward and attacks a hex in the north on a +8 blitz. A 4 make it a total of 12, which is an utter failure.
3	9	The allies use all their might on Sardinia, 2 big air battles they win, but with heavy losses. 5 planes shot down with pilot. But in the end the offensive succeeds, and they take the important centre hex.
4		Rundstedt reorgs and uses an offensive chit. He Control a series of attacks that kills of Yemenko, takes Archangelsk and a total of 17 BP net loss for Russia.
5	2	Russias northern army runs, and leaves behind 4 corps and a ski division to their out of supply fate. The US and CW continue their aggression on Sardinia, and in Tunis they take the capital after a one year siege. A para div is lost though.
6		Germany kills of the last 2 surrounded stacks in the north. The Russians take one inf with them.
7	4	Shuffle around. The Americans try for Rabaul. A Japanese sub is heroic. And search for their supply.



8

Germany pushes forward in the north. Italy fights for supply for Sardinia.



9

5

Russia withdraws in the North. The allies take out Tripoli.

10

Germany moves forward overruns a plane. The turn ends. Russia lost around 50 bp, and get a refund of 5. Japan start a convoy hunting spree, as the americans are committed to try for Rabaul. The Japanese find nearly everything, and CW is getting extremely low on convoy points.

Sep/oct 1943



Pacific



Med

The turn

Initiative: Axis wins and goes first

Impulse	Weather	Comments
1	7	In this weather Germany take a combined and sail with the Vichy fleet. They do not find. Germany moves aircraft forward, reinforce Sardinia and move aircraft forward.
3		The Russians move back. The US goes for an air, but their planes are defect, they either fall down or miss. The French fleet gets beaten and loses 2 ships.
5	3	Germany takes a land and kill one gar in Russia. Italy reinforces Sardinia further.
6		The allies groundstrike Sardinia. But the Vichy navy stops their shorebombardment so no attack. The US moves out ready for an invasion for Rabaul.
7	7	Germany takes a naval, and goes out in force, nothing is found. Italy reshuffles units in preparation for the coming attack. Japan has declared embargo on LL to Russia via Persia.
9		Rabaul is attacked. The die roll was 4 end result 1/1, so the defenders stay entrenched. On Sardinia the CW combine an invasion with an attack. Due to Italian groundsupport the German militia and garrison friends kills of the +10 invasion on an unlucky 4 roll, for a total of 13. Markus is agitated and it is understandable.
11	7	The Italian subs move out and initiate combat for the German fleet, who find and sink 3 cps. Nothing else of note happens.
13		The Allies attack on Sardinia, and it was a disaster. First the combined axis airforce denies all groundsupport while getting through, and killing 4 planes and only losing 2. Then the +7 attack fails on a total of 17 for a full flip and only killing one gar div. Turn ends.

Nov/dec 1943



Pacific



China



Russia



France



Meditaranian

The turn

Initiative: Axis wins and go first

Impulse	Weather	Comments
1	3	Combined for Germany. The fleet goes out but is denied by the CW nav in the zero box. Sardinia is reinforced.
2		Russia moves forward to attack in the south. The CW and the US take a naval.
3	5	Germany take an air to center the airforce around the area where Russia moved forward. Russian comment was "Ach du shceisse".
5		The Russians move forward
7	2	A land air and Guderian make an offensive. He is not as good as either Manstein or Rundstedt as he failed his objective, and only got one of his hexes. Reorgs and gets ready for another impulse.
8		Allies go for Malta, Russia reorganize and gets ready for winter.
9	1	Germany flies, flips and makes 3 attacks. Kills 2 units, but take 3 hexes for the cost of one mot div.
10		The allies know that they have taken to much damage in the med, and run away.

Jan/feb 1944



Pacific



China



North Russia



South china
sea



Meditaranian



France

The turn

Initiative: Axis win and go first

Impulse	Weather	Comments
1	7	The German move, to be prepared for the Russian attacks.
4		Russia make their winter attack. It is a modified +5 assault (their choice). The result is 16, and the losses are 1 Eng and 1 gar.
7	3	Shuffling. In a poor mans land.
9		The Americans send in Stratbombers. They hit one pp in Vichy and 2 pp and one oil in Greater Germany. Turn ends.

mar/apr 1944



Pacific



China



Russia



Meditaranian



France

The turn

Initiative: Allies win and go first

Impulse	Weather	Comments
1	5	Not much, very bad weather.
3		Not much – bad weather.
5	10	Russia run away in Global fine. US stratbombs berlin + another city, and destroy one factory and 3 PP and one oil in this turn.
6		Rommel and Manstein confer in Paris on how to turn France in to a death trap for the allies, if they dare attack.
7	8	Russia takes out Iraq, after several months of heavy fighting.
9		Small land attack that retreats 2 Russians. Turn end.

Maj/june 1944



Pacific



China



Russia



France



Meditaranean

The turn

Initiative: Axis win and go first

Impulse **Weather** **Comments**

1 2 The Germans and Italians are preparing a nice welcome for the allies.



3 Russia starts a build up against Japan. CW and US takes naval action and move into the north sea.

5	10	We get real ready to receive the bastards.
6		The Allies take an air. Looses 3 bombers and flip 10 units, with 22 bombers.
7	2	The Germans move in Russia, and the Italians search together with the German navy, 1 damaged German cruiser, against 3 killed American battleships and 3 damaged convoys. The CW aborts the sea area.
9		The western allies take naval actions to reorganize their convoy lines. Russians move forward to go around the northern flank.
11	4	Shuffle around. Poor mans land.
12		The Russians an aircombat, their first victory in 2 years. And take a hex in Russia. Getting a guard banner. Allies make 5 invasions. The absolute best is a +8, the worst is a +5. All succeed.



Turn ends.

jul/aug 1944



Pacific



Siberia



Russia



Meditaranean



France

The turn

Initiative: Axis win. Allies demand reroll. Axis wins and go first

Impulse	Weather	Comments
1	8	Germans retreat in Russia. They use an ochit on Manstein, and make 3 attacks in France. +10 assault, +13 blitz , +11 blitz. First 2 succeed, the last roll is snake eyes, and Germany loose 2 mechs. The allies loose 63 BP in troops and planes.
2		The allies make a supercombined (both of them), and an American land offensive. They withdraw and make a second invasion around Brest.
3	4	Germany reorgs Manstein and make a defensive line around Brest together with the Italians.
4		The allies make 2 attacks and opens up the Brest invasion area.
5	8	Another impulse to shore up the defences.



6		The Allies reorganize, and move units into France with more corps.
7	8	The Germans take Rotterdam, and the hex north of La Rochelle on great counterattacks (A lucky +8 assault succeeded), and a +10 blitz.
8		The Russians move forward, and make 2 attacks. +11 blitz with Zhukov and an +8 assault with Koniev. A 7 and a 3 respectively, sees no German losses, 2 Russian losses, and a lot of flipped Russians.
9	3	Germany counterattacks on +10 Blitz and loose one panzer div. Turn ends.

sep/oct 1944



Pacific



China



North Russia



South china
sea



Landing beach
amsterdam



South Russia



Landing beach
Brest

The turn

Initiative: Axis win and go first

Impulse	Weather	Comments
1	9	In the bad weather the axis shuffle units around the map. In preparation of the Winter.
3		Under the cover of the storm the American subs go into SCS and find the convoy lines. 3 CPS a cruiser is sunk, and 3 cp Is damaged. The subs are unharmed.
5	11	The Germans are a bit surprised by the snow, and rethinks the defensive lines.
8		The Russians move forward.
11	3	The Germans move back in Russia, giving a lot of land. Italy takes an air.
12		After a 2 year of siege, and 3 attacks Rabaul falls. After having lost 150.000 troops in previous attacks, it is taken with no losses this time. Russia uses an offensive on Koniev and make 2 attacks one +16 and one +6. He then overruns behind the front in the south, and make a retreat in the north. Great play. The western allies use the unauthorized good weather to surprise invade France



Turn ends and an Infantry core (3-3 partisan) comes into the game on the

Russian side on the 3 resource. Germany lost 32 bp this turn, and need ini or a lot of units will die in the south of Russia.

Nov/dec 1944

Note pictures taken after first impulse due to a mistake.



Pacific



China



North Russia



South china
sea



France



South Russia

The turn

Initiative: Axis win. Allies reroll, axis win and go first

Impulse	Weather	Comments
1	1	A land offensive is made on Guderian to throw the Russians back. In the west an attack is made with Rommel on the hex north of Amsterdam. The attacks in Russia. (+16, +17 and +11 blitz). First the important +16 is contested in the air, 2 german fighters die for nothing and the attack is reduced to +12. A 4 make this a retreat only. The +17 was the roll a 4 making it a 19, loosing the second unit. The partisan dies. In the west the attack rolls are a 6 and 7, failing on the first, and a retreat on the second. Russia lost 2 arms. Germany lost 34 BP (counting opoints.)
2		Allies reorganize. Russia moves forward to attack, and kill of Petsamo. Allies flip axis
3	3	Germany takes a land and reflip units.
4		Russia moves forward and get ready to attack. Allies try to flip, but is shot down. They reorg bombers
5	3	Germany and Italy take air, and reorgs and fly in new planes. All tanks and HQs are flipped on the Russian side.
6		Russia attacks Von bock on a +4, and the hex next to Helsinki. The hex next to Helsinki is taken, but only one unit killed on Von bock. The Allies take 2 hexes more from France. A mar div kill a LND2 in Russia

7	4	The Germans kill a LND2, and a skidiv. The turn ends.
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Jan/feb 1945



Pacific



Russia




Meditaranian



France

The turn

Initiative: Axis win and go first

Impulse	Weather	Comments
1	3	The Germans hold the line in Storm and move a bit back in Rain. The axis prepares for the onslaught.
3		Nothing much happens due to weather.
5	5	Mannerheim makes a land offensive and take back Petsamo. Germany retreats. Italy try to sink unescorted convoys, and 2 amphs but no luck.
7		Offensive on Shaposhnikov for Russia. Poor poor Finns.
		
		It was a hard fight, but in the end, the Petsamo Finns had to retreat with one mil as a loss. The Russians also take 2 +4 attacks; one is a roll of 16, and the other a roll of 2. The allies take a hex in france during snow.
10	8	The Germans decide to stay and fight it out, as the Russians are puny. Turn ends.

Jan/feb 1945



Pacific



Russia



Meditaranean



France

The turn

Initiative: Allies have the audacity to win. Allies go first.

Impulse	Weather	Comments
1	9	Every country in the world is spending opoints against Germany. The CW make 2 invasions, US attack 2 hexes, and Russia attacks 2 hexes. Invasions enter Antwerp and Calais. Russia gets over the river with 2 corps.
2		Axis attacks and kills both new CW invasions. In Russia the trespassers on my side of the river, are killed. Japan shuffles.
3	7	The Russians move forward. The Allies use an offensive chit and reorgs all HQs, and use a land offensive to take another hex.
5		We move our troops around to prepare for onslaught.
7	4	Snow makes a Russian very, very happy. They make a brilliant breakthrough movement, but only kill one unit.
10		Partial pass, Germany tries to save the troops.
13	10	The global fine, is really tough for the axis. I cant even count the Ops used. The Western allies make 4 attacks. Russia take Helsinki, and make a overrun on Balbo behind the front. This look bad. Turn ends.



Maj/jun 1945



Pacific



North Russia





France



South Russia

The turn

Initiative: Allies win, reroll, allies win and go first.

Impulse	Weather	Comments
1	10	<p>Army group Kesselring is so fucked. Here is a before and after foto. From both western and eastern front.</p> 
2		The Germans kill a partisan and move back.
3	1	<p>The Russians get snow. They attack and kill units. The northern pocket is nearly cleared.</p>  <p>The western allies don't really do much in this weather. They kill 2 speed bumps, but loose 2 corps doing it.</p>
5		Germany mends her line.

7	10	Russia kills the 6 obvious speed bumps and the surrounded units. The allies attack evilly and <u>try</u> to cut supply to Leningrad.
8		Partial pass. Germany retreats.
9	9	Everyone attacks. This month is a damn bloodbath. A report really cannot show it. Paris is lost.
10		Land offensive on Rommel to double groundstrikes. Partial success.
11	5	Land offensive on Zhukov. He took a hex. It cost 32 BP for one hex. Allies. Attacked but only got a retreat. Turn Ends.

Jul/aug 1945



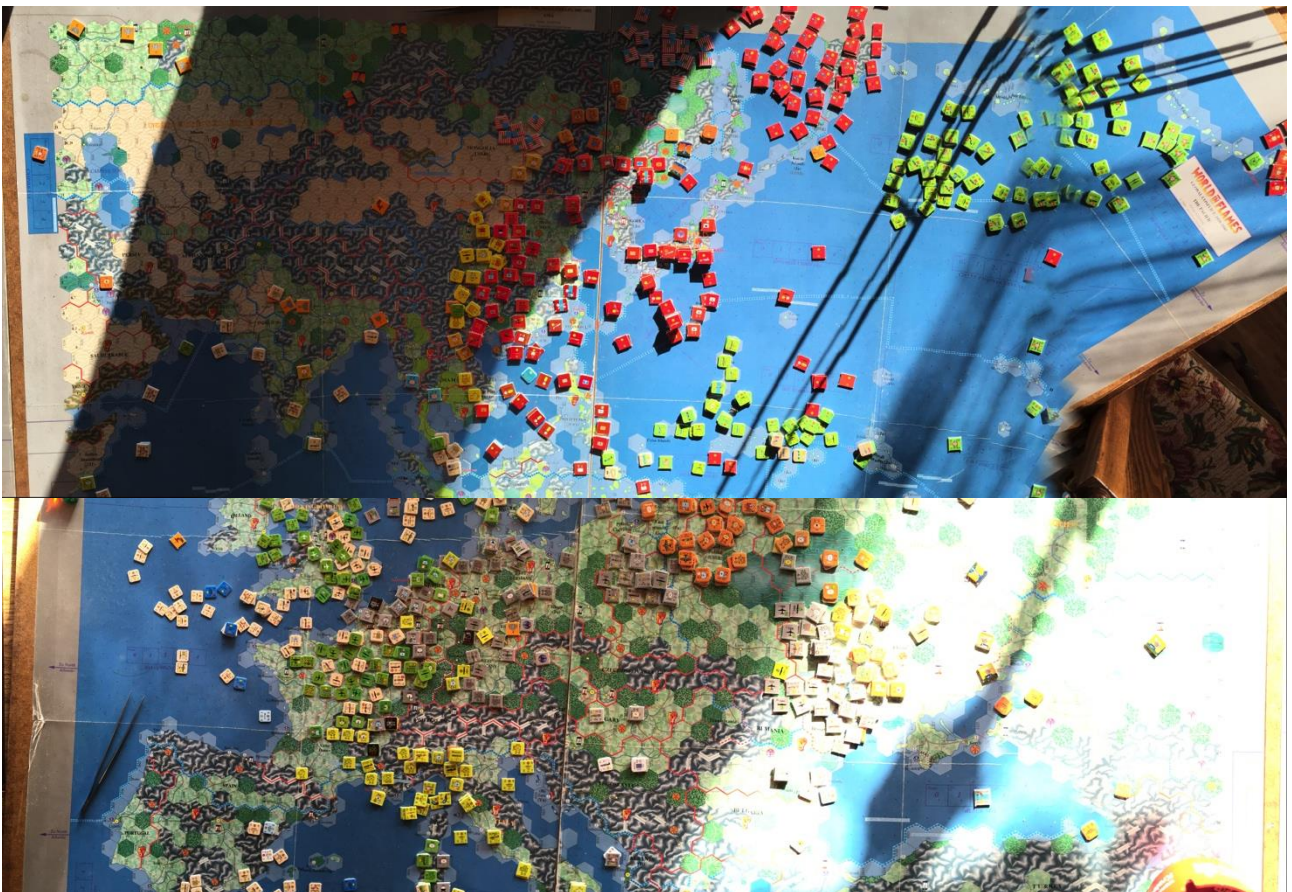
The turn

Initiative: Allies win. Axis win on reroll and go first.

Impulse	Weather	Comments
1	6	A supercombined and offensive on Guderian, sees Zhukov shattered, 2 red AT killed and a Russian 11 and 12 factor panzer. In the north and in the west a ZOC defence with brave front fighters is set up.



2		3 land air against the poor axis. A lot of planes and units die.
3	3	The Germans use another land offensive in the south and removes 2 stacks more from the game. Nearly nothing remains of the Russian offensive in the south. Model gets supply so he can continue the offensive in the south. Towards Kiev!!!!.
4		Another round of senseless slaughter of Speedbombs.
5	7	2 attacks in Russia, 2 more dead corps. The army is spread out and ready to be speedbumps. Now we wait for turn end.
6		An offensive chit on Leningrad and it falls, and some killing of units. Lots of units. Lots of planes are killed. Germany is under pressure.
7		Turn end on a 3 on a complete pass



Germany	+9
Italy	+4
Japan	+6
CW	-5
US	-2

China (nat)	-2
USSR and com china	-7
France	-3