

# Wifcon 2020

## Introduction

This game is played at the 2020 Wifcon, under the annoying Corona times. This unfortunately means that only 3 tables will be playing this year.

At our table the following people are playing:



Name	Nations played
Robin Fredmann	USA + France
Thomas "Panzer" Bilinski	Russia + China
Carsten Thomsen	Germany
Henrik Jacobsen	CW
Johan Salin	Japan + Italy



*Figure 1 From left to right - Thomas, Robin, Carsten, Henrik and Johan. At the end of Maj/June 44 where the allies gives up the fight :)*

This journal is an impulse by impulse description with pictures of the game by Carsten Thomsen. It will obviously be a biased piece, as I am doing this for fun, and is mostly involved in the European theatre.

# Setup

US entry is 2 in Europe and 1 in Asia/pacific



# Game turns

## Sep/Oct 1939

As august comes to an end League of Nations are relieved that Chamberlain has resolved Europe’s last crisis so admirably. It can now focus on the internal squabble in China, and perhaps ensure that the world will stay peaceful for a foreseeable future.

Unfortunately, Axis wins the initiative and decides Chamberlain has the wrong impression of how Europe’s borders should be.

Impulse	Weather	Side	Description
1	4	Axis	Poland declares war on Germany, but in a Heroic counterstrike Germany presses into Poland. Germany closes on Poland in all areas. Japan pressed forward in northern China and killed a unit and a division. US got a chit for the city.
2		All.	The Allies defies Chamberlains weak spirit and declares war. A chit is lost for the US.The English enter France, and France does nothing much.

<b>3</b>	2	Axis	Germany take Lodz, and the resources in the south of Poland. Germany starts moving panzers to the west. Japan infiltrate in the north.
<b>4</b>		All.	Russia claim est Poland. No chit rolled. CW shuffle further into France.
<b>5</b>	7	Axis	Germany closes in on Warshaw with out the use of oil in this bad weather. Warshaw is now completely surrounded. Japan and Italy shuffle around
<b>7</b>		All.	France send sub Saharan terr to Francein a vain hope to muster a defence in time. CW send their fleet out. China shuffle.
<b>9</b>	3	Axis	Germany declare war on NL, and move west. Germany Take NL and Warshaw. Japan make 2 attacks and take the mountain north of sian, and looses 2 units for 1 (Attacks so far, 3, 6, 8). Turn ends.


### US entry

Chit against Germany. US take option 9 and show 3+2 (ja) and 1+2 (ge) and get a chit over against Japan.



Nov/Dec 1939



Impulse	Weather	Side	Description
1	1	All.	Allies win the initiative and start. The Chinese retreat, the CW take a naval and the French cover in fear of a German attack.
2		Axis	Germany shuffle toward the English Channel. China plan a great offensive and take the mountain in front of lan chow. It seem the city might be lost. 
3	6	All.	CW move out to the North sea to mine the coast of Norway. China is in a horrible state. French still have no clue.
5		Axis	Germany moves forward. Japan took Lan Chow. US git another chit.
7	4	All	CW mine Norwegian Coast. A roll of 2 make the Norwegians very impressed. Oslo is now openly supporting CW. The german command now got an extra minor task to accomplish. The Chinese shuffle. The French are still cowering in fear ☺ The CW move a CV fleet into Baltic.
9		Axis	Germany loose one sub in an aggressive move against CW, the AC do not find the CW fleet in the NS, so nothing important happens.
11	3	All.	CW port strike the Amph, but gets aborted. They go home from the Baltic. Germany intercepts the fleet in NS, but Couragous make an incredible rearguard action and kill 2 FTR, but sink everyone else get away. Turn Ends.

US entry  
Option 12

Jan/feb 1940

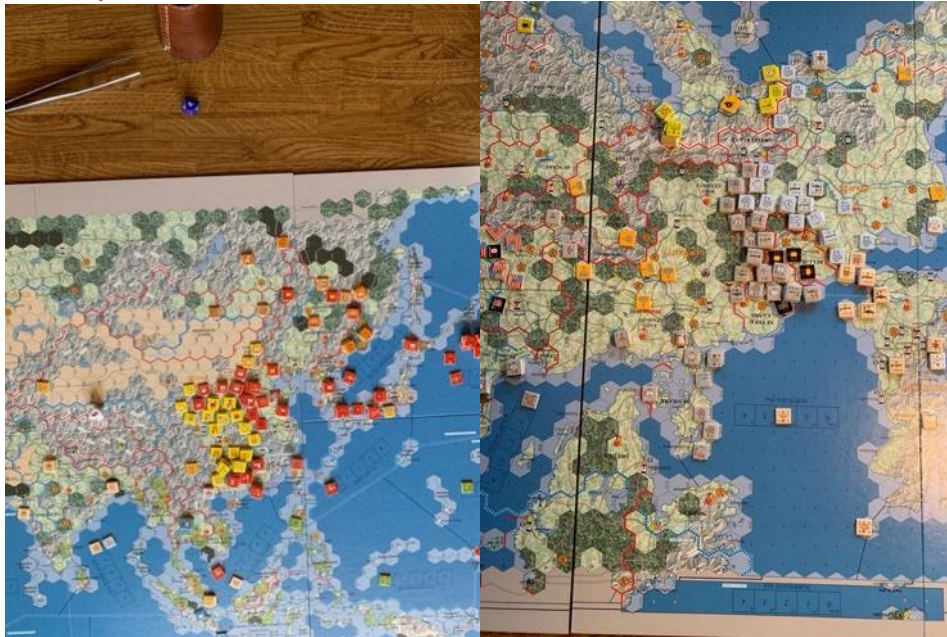


Impulse	Weather	Side	Description
1	5	Axis	Germany moves units toward the evil Danes after they have let the CW through to the Baltic Sea. Japan make an attack against OOS nationalist units in the North, but roll a 5 and kill one for 2 divisions in a loss. Italy moves out with a division in Western med.
3		all	CW GS in NL, France Shuffle, China set up a new defensive line. Russia claim Besserabia, and start shuffling towards Japan.
5	5	Axis	Germany take out DK with 4 Corps and 1 division. All ships get away. Japan make an attack in the south and roll a 4 and loose 1.
7		All	The Western allies anticipate an eminent attack on Belgium and prepare. Turn ends.

US entry

Option – none this turn

Mar/Apr 1940



Impulse	Weather	Side	Description
1	7	All	CW goes with a Naval. CW try to GS Rotterdam, but the heroic German defence stops him. The rest move some few units.
3		Axis	Germany take a naval and get the fleet on an exercise in the Baltic. The subs do not find. The Japanese roll another low attack (6 who become a 14).
5	9	All	CW moves out to the north sea with a division.
6		Axis	Germany make a combined and sink 2 SCS one with a div in the North Sea area. Japan make another attack and roll a 7 (15).
7	3	Allies	Full pass
10		Axis	Germany declare war on Belgium, no chit. Belgium is taken without losses. Partial pass fail and Germany
13	10	All.	They move into Belgium and end the turn

US entry

Option – no action

Maj/Jun 1940

Impulse	Weather	Side	Description
1	5	Axis	Germany declare war on Norway. And invade every minor port except Narvik (where one ski is). Germany take on hex in Belgium.
2		All.	CW set up their fleet to do horrible things. France retreats like cowards, and let their Moroccan minor die in shame.
3	8	Axis	Germany took the Ardennes with no losses and killed the Moroccan left all alone in Belgium. Japan moved units forward.
4		All.	CW runs like the coward he is. He also sorties out in the Norwegian sea, but no one find each other. France shore up her defence.
5	4	Axis	Germany take Oslo and a Hex more in France.
6		Allies	The CW send forces to Narvik. France and Britain try to GS german forces. 1 unit is flipped.



7	4	Axis	Italy declares war on France/CW – Italy goes for Algeria. Germany continue by killing a French Corps. Turn end on a 1
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US entry

Option 24 (reopen Burma road)

Jul/Aug 1940



Impulse	Weather	Side	Description
1	2	Axis	Germany attack and kill a stack in France. Italy presses on in Algeria. Japan Shuffle.
2		All.	France runs. CW enjoys time with his fleet. China is feeling good with all the ground strikes from Japan missing for a long time.
3	6	Axis	The German take 2 more hexes in France. The Italian pushes forward in Algeria. Japan took another hex on Sian.
4		All.	The CW goes out against the german. They get aborted but shoot down a FTR with a pilot. French runs.
5	9	Axis	Germany take lille, and kill 2 French units. Italy attacks and manage to kill of the Berlin Mil and a div for 1 Terr.
6		All.	CW and French send out their fleet to Western med, but Italians are hard to find. CW and French shuffle in France.
7	5	Axis	Germany took Metz, but failed an attack north of France. Japan took the Hex south of Sian. Italy rebased German planes.
8		All.	Nothing much happened. They just tried to fin,
9	3	Axis	Germany goes out to see, no one finds. Germany stratbomb 2 points from the CW
10		All.	The French finds and kill one Italian SCS and damage 1. They then attack the FD Italian Marine and kill it for a loss of a Terr.
11	7	Axis	Roun falls to Germany. A lot of sea combats result in 6 damaged CW CPs and 1 dead Italian scs and a damaged Ark Royal. Turn ends.

US entry

Option 14, 17, 16

Sep/Oct 1940



Impulse	Weather	Side	Description
1	1	All.	CW kill the Oran Italian uni. The SCS is killed escaping. French runs.
2		Axis	Germany presses forward. Japan try another attack.
3	9	All.	CW and France take a naval.
5		Axis	Shuffling.
7	4	All.	Full pass, succeed.

US entry  
Option 7

Nov/Dec 1940



Impulse	Weather	Side	Description
1	10	Axis	Germany is looking at the weather and considering the plans. They sail and kill 2 SCS.



4		All.	The CW try to find the high sea flotte, but the German sailors prove to be good at hiding.
7	11	Axis	The weather decided nothing is happening.
10		All.	They did nothing, except rebuilding CP line.
14	5	Axis	Nothing important happened, as 5 GS on paris failed.
15		All.	A North sea battle killed an old Sleschweig-Holstein, but CW must concede the area to Germany. Turn ends.

US entry

Option – none.

Jan/Feb 1941




Impulse	Weather	Side	Description
1	6	All.	Nothing important happens
3		Axis	Shuffling
5	9	All.	Nothing important
8		axis	In snow attack across the river. Italy tike Cyprus.
11	11	All.	

US entry

Option - none

mar/apr 1941



Impulse	Weather	Side	Description
1	6	Axis	Germany try to cross the river south of Paris, but fail. Instead a heroic invasion along the coast succeed. 
3		All.	The French reorganize Paris and reorder their front.
5	8	Axis	Germany attack Paris, but roll low and hit 19. 2 para corps die. Another attack outside Paris succeed. Japan took a city.
7		All.	CW sorties to the Norht sea, and hit a 1 / 7 split. They shoot down an CVP and kill an amph and an SCS. CW lost a CVP with a pilot.
9	5	Axis	Axis take another couple of hexes in France.
11		All.	Turn ended


US entry

Option – No option



maj/jun 1941



Impulse	Weather	Side	Description
1	1	Axis	Germany moves forward in the horrible weather.
3		All.	CW take their CPs away. France runs.
			
5	7	Axis	Germany take the last 2 hexes on Paris and surround it. Italy take Malta.
6		All	China under Mao counter attack Lan-Chow but roll a combined 14 and lose 3 units. CW move forward in Egypt and put Italy under pressure.
7	10	Axis	Germany take 3 attacks and take Paris.
8		All.	Turn ends.

US entry  
Option 22

Jul/aug 1941

Impulse	Weather	Side	Description
1	7	Axis	Germany/Italy declare war on Greece, Bulgaria want in on the fun. US is annoyed. Italy sail out. Germany invade Greece.
2		All.	The Russians move forward.
3	6	Axis	Germany move forward in France and take Lyon and encircle a French unit. Germany and Italy press forward in Greece. Japan hit another low +8 attack that end out as 11.



4		All	The Italian find the CW planes and loose a fight completely even though there is 6 surprise points and better A2A. 2 FTR with Pilot goes down and England loose one but the pilot survives.
5	4	Axis	Germany moves toward Athens and toward the rest of France
6		All.	The evil allies shuffle around.
7	1	Axis	The German sails, and loose the Cvp again, and 2 scs – CW loose 2 SCS and 1 CVP. Germany take Athen. Turn ends.
			Vichy declared – Senegal, Asia islands and Madagasker is FF.

US entry

Option 13

Sep/oct 1941

Impulse	Weather	Side	Description
1	7	All.	The allies move.
3		Axis	Moves towards Russia.
5	3	All	CW try to port strike Germany and kill 1 ship and damage one.
6		Axis	Moves toward Russia.
7		All.	CW naval.
8	3	Axis	Germany sorties out with the naval, but take 3 beatings. Turn ends

US entry

Option 23

nov/dec 1941



Impulse	Weather	Side	Description
1	4	All.	They kill a BS in a port attack
3		Axis	Germany moves towards Russia.
5	2	All	Nothing much
6		Axis	Japan took Sian. Germany Shuffles.
7	1	All	CW move into Lybia.
8		Axis	CW go out with the subs, kill a few CP
9	5	All	Nothing important
11		Axis	Heroic retreat from Libya gets the mech and Graziani home.
13	9	All.	Nothing important.

14		Ax	Nothing important
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US entry  
Option 34

Jan/feb 1942



Impulse	Weather	Side	Description
1	3	Axis	Germany align Rumania and Attack Russia and kill the 3 units in Poland. Japan attacks
3		All.	Russia shuffle their troops and annoy everyone. Italy defended their sea area killed a cp, damaged a sub and shot down a Nav3 with a pilot. CW take a naval.
5	2	Axis	Hungary aligns Russia move forward. Japan prepares for us.
7		All	
9	9	Axis	Take Bessrabia.
11		All.	Russia shuffles. Turn ends.

US entry  
Options 11, 20, 36



Mar/Apr 1942



Impulse	Weather	Side	Description
1	10	Axis	Finland is Alligned. Germany moves forward int Russia. Japan move out in a naval action to be ready to do his invasion.
2		All.	US try to pass a declaration of war, but it is voted down. Russia Shuffles.
3	1	Axis	Move forward. Nothing much happens.
6		All	US declared war on Germany/Italy – Shuffling
9	4	Axis	Germany move forward
12		All.	US try to declare on Japan but fail. Russia moves forward in the north, and strengthen the line in the south. US and CW do a little shuffling



			around – The CW player put out an official report that he hate the German players way of defending Europe.
14	9	Axis	Land for Germany. 3 attacks +11,+11 and +14 only the +14 succeed. 4 units died on the 2 + 11 rolls. Japan declares war and attack and killed Mc Arthur on a TRS and a carrier. And invades Phillipines, Malaya, NEI and near Rabaul. Turn ends.

US entry  
Options is now in the war.

Maj/jun 1942



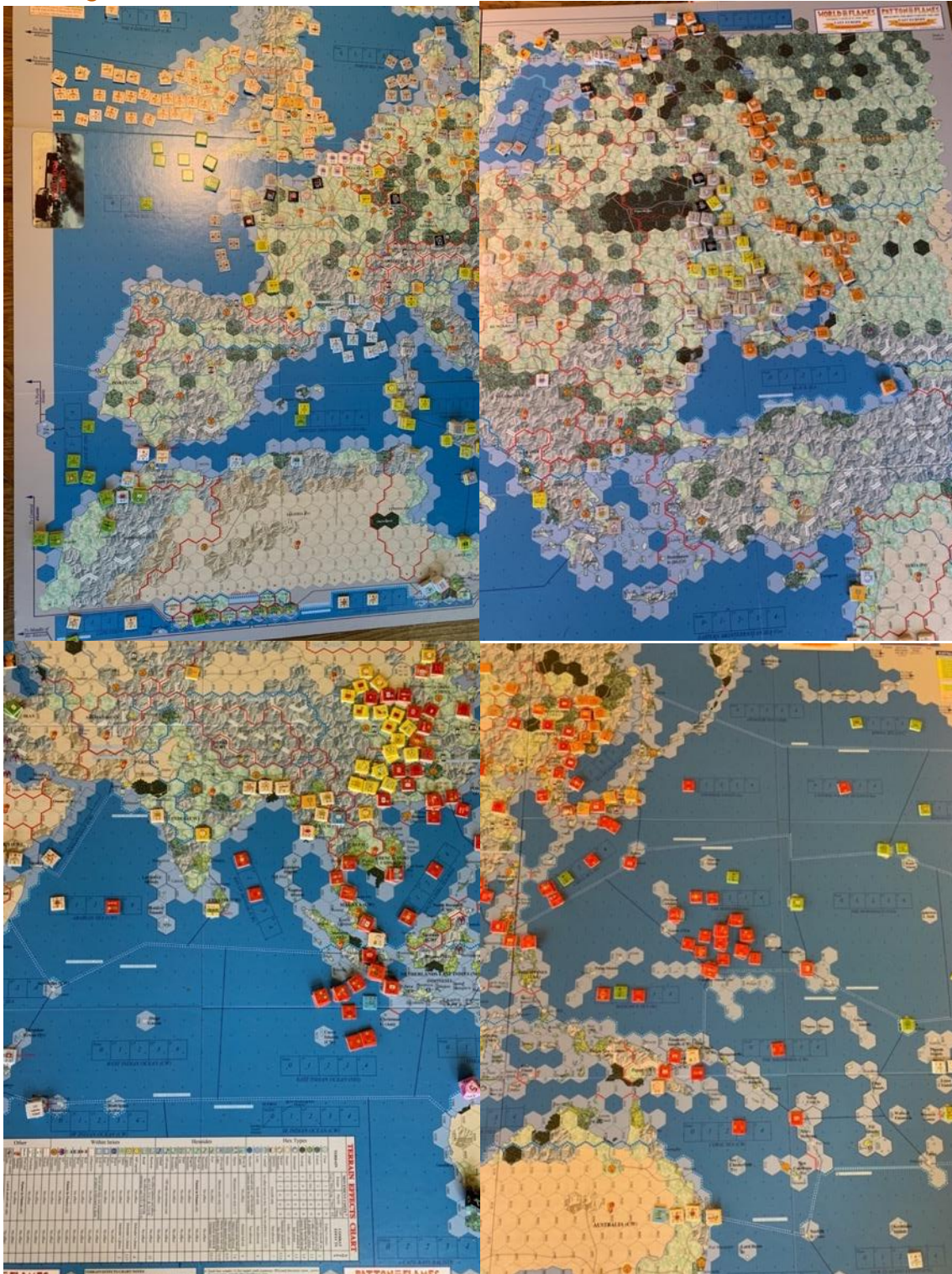
Impulse	Weather	Side	Description
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1	6	All.	Russia run away like small scared girls. US looks like they want to invade poor Vichy. CW is bored out of their mind waiting around for her allies.
2		Axis	Germany make 5 attacks in Russia and kills 5 units. Japan took a naval, Italy was a bit scared. The Moroccan inf moved to save the port.
3	3	All.	Allies declare war on Vichy France, and invade in Morocco. Russia runs like the chickens they are.
4		Axis	Germany take Odessa, and move forward in Russia.
5	7	All.	Russia keep moving. They just do not feel like standing!. The American liberate Morocco.
6		Axis	Germany attacked and took Gomel And Kiev. Japan took Batavia and Manilla.
7	3	All.	All allied forces prepare for attack. Except Russia she still run like a girl. Turn ends

Note – CW bombed 5 factors of strat with 3 bombers.



Jul/Aug 1942



Impulse	Weather	Side	Description
1	3	All.	Russia retreats. US move into western Med.
2		Axis	Air for rebase ac to Western Med. Germany move forward and take a lot of undefended space after Russia moved twice.
3	3	All.	US search for the Italian scs, and then 12 German and Italian fighters (7) and bombers (5) reacted, no one found. CW stratbombed 4 points on extended range (paris and Milan) with 2 bombers ( 2 times 10 which



			make it 4 times 10 and one time 8 for the last 5 rolls). Russia declares war on Germany
4		Axis	Germany move units to Algeria (MTN near Morocco with foreign troop commitment.) Germany moves forward and does one +13 attack. A heroic snake eyes see 2 German units killed. The Baku mil is awarded the highest military awards for stopping the Germans at pskov.
5	7	All.	US sink a TRS in a port attack and run away. Russia runs again. CW goes in over Germany and kill one ftr2 and bomb another point.
6		Axis	Germany moves forward. Italy flies a German SS MTN to Tunesia. Japan tries to GS Vladivostock, but the luck is not with him.
7	1	All.	Russia withdraws. CW take out Saudi Arabia.
8		Axis	Germany make 2 attacks around Moscov and get closer to the big Prize.Japan took Vladivostock.
9	2	All.	Russia rearrange the defence around Moscow and reorganize. CW and US smuggle CPs and try to breach the Blockade of Murmansk to get their LL through. CW Strat bomb with their reorganized bombers and destroy a factory and get 4 PP. (10,8,3 on the die rolls). Turn ends. Russia surrenders.



Picture - showing the capable AC winning the fight for western med and chasing the americans all the way to Panama. Good defence on the americans (Not being found) avoided losses

Sep/Oct 1942



After not starting all summer Germany tries for a reroll and still misses to start. Another double move for the Russians to run away in.

Impulse	Weather	Side	Description
1	7	All.	America and CW use the double move to make a sweep around the German defence of Algeria. Russia make a great defence line again around Moscow.
3		Axis	Germany runs away from the American double move in the Algerian dessert that cut them from supply. So far it is a line again, but one of the



			2 MTN is now Facedown to ensure supply for the HQ. IN Russia Germany moves forward. Japan shuffles. Italy cut the American supply.
5	1	All.	CW declare war on the Iraqi. Russia find the clear weather very scary and run away again. US take a naval and restore Supply to Morocco, the Italian sub find them and damage a trs and remove the cp.
6		Axis	The Germans take pskov and Moscow. The Italians keep the supply to Algeria. Japan prepared Singapore by groundstriking all 3 weapons.
7	4	All	CW move forward and conquer Iraq. CW stratbomb Lille and remove another PP. (8 roll). Italy searches for the new supply for Algeria and remove the CP. Japan keep the English from getting a new supply to Singapore.
8		Axis	Germany moves forward in the North and kill 2 straglers on Auto attack. Italian nav and Piagio stratbomb archangels and destroy one of the railed factories. Japan take Singaporte.
9	6	All	The CW try to get the 3 LL to Russia, but gets stopped and killed outside Murmansk. The Americans cut the Supply to Algeria.
11		Axis	Germany took a naval and went out with the fleet, subs and Vichy fleet. Only outside Morocco do a sub find and kill the CP factor. The Schlesen try to take control of the North Sea but an escort carrier without a plane stop him and wins the battle.
13	9	All	CW make a strat bombing campaign and hit 3 factories with 8,8 and 9 as die roll respectively. US gets supply and move forward in Algeria and get CPs to the LL to Russia. Turn ends



Nov/dec 42



Impulse	Weather	Side	Description
1	7	Axis	Germany moves back to ensure as few Russian counter attacks as possible, and start to switch white prints toward Skt. Petersburg. Germany move back in Algeria. Italy take an air action. Italy finds and sinks the 3 CPs in the line to Murmansk. Japan moved towards



			Rabaul, but after several turns the Norwegian TRS got away from Rabaul.
<b>3</b>		All.	2 naval and a try on a GS from the Russians.
<b>5</b>	9	Axis	Germany moves around to prepare better for the next turns invasion. Japan moves toward Rabaul. The Italians reinforce Sardinia even more.
<b>8</b>		All.	The Russians make a winter offensive and kill 2 units. They now have a brilliant average on 16,5 on their 2 attacks. 😊
<b>11</b>	6	Axis	The German moves back in this weather, and shore up her defense. They keep up the pressure and move more units towards Skt. Petersburg.
<b>13</b>		All.	The Americans took Kwajalain but lost Alabama to the coastal fortrest and a core+division. The CW did a big sortie in South China Sea, but did not find anything.
<b>14</b>	10	Axis	Germany withdraws a bit. US lost one plane and japan got a damaged carrier and lost 2 planes in the first big carrier battle. Turn ends.

Jan/feb 43

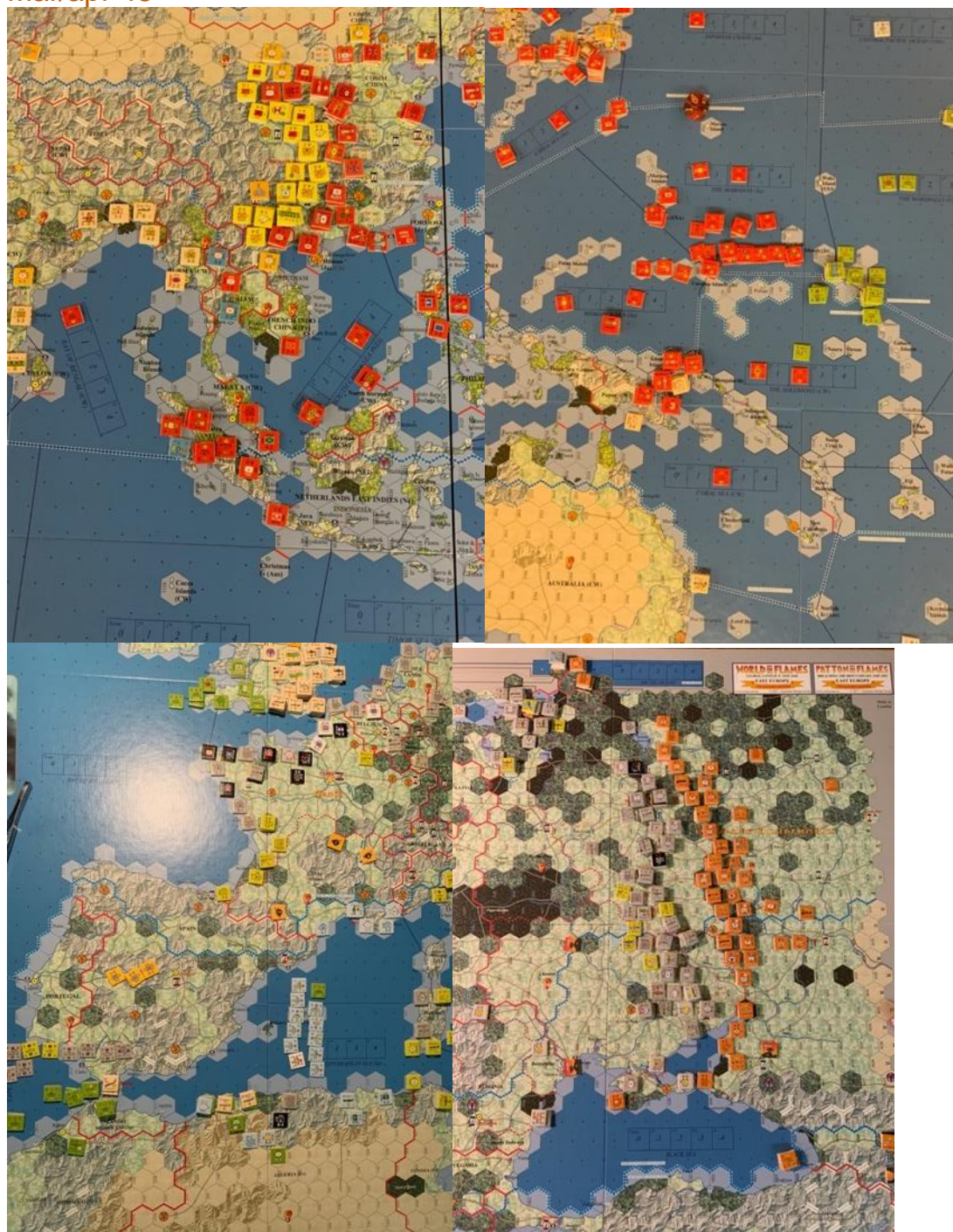


Impulse	Weather	Side	Description
1	3	Axis	Germany moves back away from the Russians. The german now better appreciate how much easier it is to run when you have a double move!. Italy got a new war leader, Phillipe joined from another table with a bust game and is taking over China and Italy. Italy moved units to Sardinia.
3		All.	Russia take a combined and try to get the German cps, but do not succeed. China prepares to make an attack in the monsoon, and roll a 29 on a +1,8 attack and take back Kwaiyang heroically. The allies welcome



			Phillip! – CW make a very persuasive convoy defense – Dönitz look on it in despair and calculate 30-40% loss rate for little gain.
5	4	Axis	Germany took a land ochit on von leeb and took Sgt. Petersburg on a +16. Italy took an air to support. Japan took a land to shuffle in China.
7		All.	Russia move a bit forward. US moved forward in Algeria.
9	3	Axis	Germany take a combined and the 12 sub try to stop supply to Algeria. An CW naval finds and sinks 2 subs. Japan move more to Rabaul. Turn ends.

Mar/apr 43



- At last Sgt. Petersburg can be known by its old name again, instead of named after Lenin.

**Impulse Weather Side Description**



1	6	Axis	<p>Germany retreats to get a stronger line in Russia, and Italy and Germany shifts aircraft towards the North Sea. Japan tries to Groundstrike Rabaul, but the positions the defender have taken where to good so no one is hit. Japan still feels to weak to attack, so reinforce.</p> 
3		All	CW and US got supply lines secured to Rabaul, but did fail in cutting the Japanese supply. Russia moves forward. French move forward in Algeria.
5	3	Axis	Germany move forward with all the winterized units that were at Leningrad in the hope of plugging the line around Moscow. Japan try to stop the supply to Rabaul, but fail.
8		All.	CW stratbomb in an air and hit 7 PP, as he make unmodified rolls of 8,8,6,9. Russia try to Groundstrike but miss. Russia make 3 attacks and succed on all 3. (+4,+6,+7 attacks with another 3 high rolls.)
11	3	Axis	Germany moves a bit back in Russia. Japan move a naval.



maj/jun 43

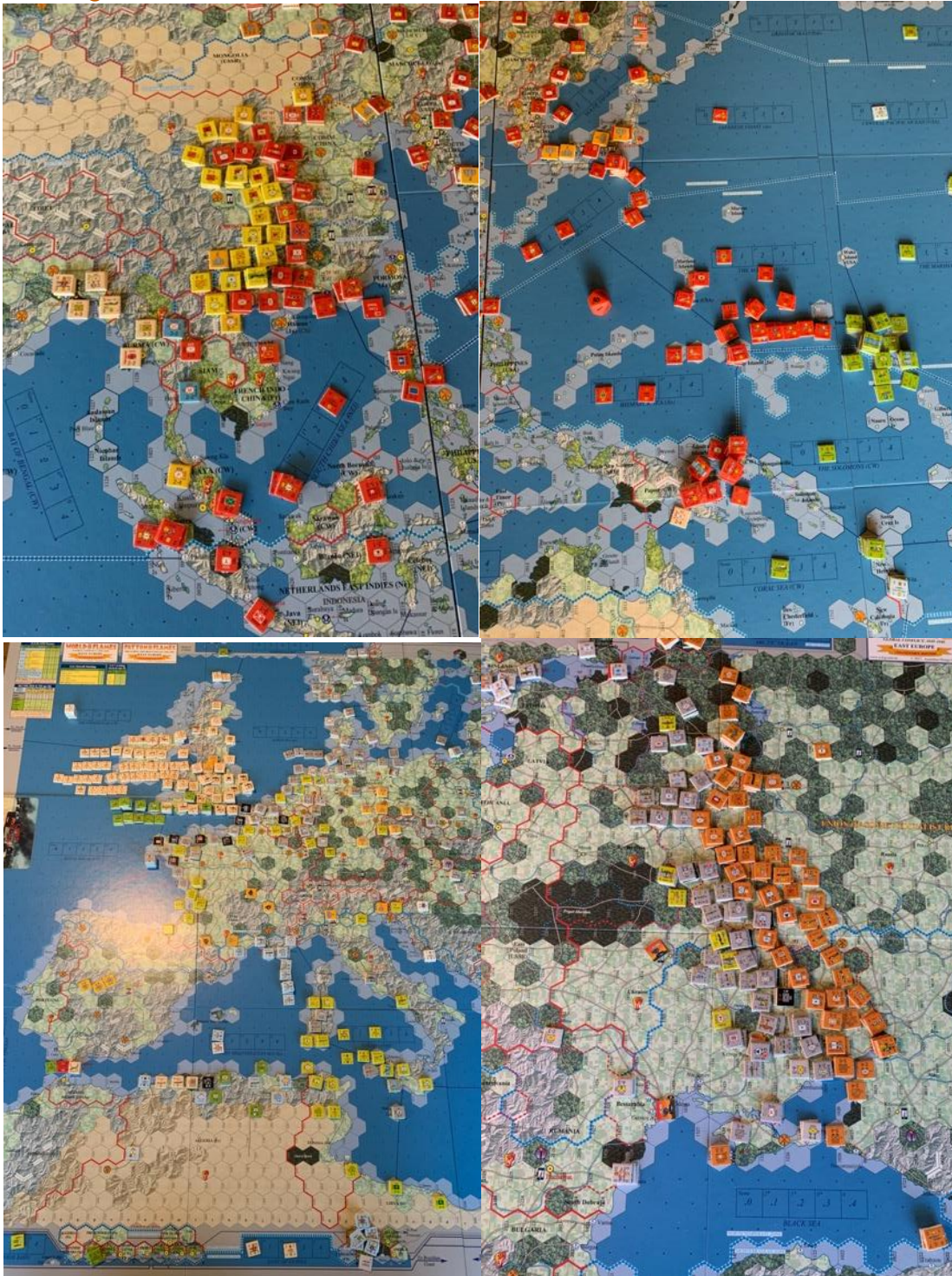


Impulse	Weather	Side	Description
1	10	Axis	Germany retreats in Russia. Japan misses groundstrikes on out of supply CW units in Rabaul.
2		All	Russia missed their Groundstrike, so they stay back.
3	2	Axis	Germany take a combined and go out to contest the North Sea with Graf Zeppelin carrier group. Raeder assures that he will ensure that no invasion will occur. Japan complains about shitty weather and groundstrikes and do nothing. The Italians move a bit around on the western front and in Algeria.
5		All	Raeder find the American European fleet (16 ships), covered by 6 CW FTRs and avoid the combat to tell the command that there is something afoot in the North sea. Guderian starts to look at where the American

			can invade. CW strat bomb Germany with 2 extended bombers and get 2 PP more.
7	6	Axis	Japan take Rabaul after a year of siege.
8		All	<p>CW move nearly all ships into the North Sea to hunt for the task force Graf Zeppelin. No one finds. The german fleet is a little outnumbered, but Raeder send back “I will stop the invasion or die!”.</p>  <p>Russia flips every unit on GS and make 2 attacks and take 2 hexes, and kill a mech div and an inf.</p>
9	4	Axis	Germany run from the horrible Russian player. Japanese reorganized their troops after Rabaul.
10		All.	<p>Russia kill more planes in A2A and GS 2 units. They fail their first attack in the game on a roll of 4, and loose 2 mech divs. The CW move out to the north sea with 3 amph. The Graf Zeppelin taskforce gets found and an A2A combat ensued without the land based german FTR. Graf zeppelin won all alone and sent the allies running for home. German losses are 1 CVP (No pilot, adm. Hipper and a damaged Graf Zeppelin) Raeder gets the iron cross after dying aboard Zeppelin. Turn ends.</p> 



Jul/Aug 43



Impulse	Weather	Side	Description
1	5	Axis	Germany feel like a chicken and run in Russia, after loosing another FTR trying to do a GS. Italy used their subs, but found nothing. Japan shuffled on getting troops reshuffled.
2		All	CW stratbomb with 25 factors but rolled a 1!. So only 1 PP. Mao attacked in the north but failed. US take a naval action. Russia kills 2 straglers and move forward.
3	9	Axis	Germany retreat. Japan do nothing in this weather.

<b>4</b>		All.	Russia moves forward.
<b>5</b>	9	Axis	Germany make 2 attacks and kill 2 units and shatter 3. Italy shuffles air to prepare for an invasion. Japan took a land to keep units in China.
<b>6</b>		All.	Russia shuffles and reorganize.
<b>7</b>	3	Axis	Germany make 3 attacks on +11, +9 and +8 – rolls where 2, 4 and 5 for 3 full flips. Germany cried a little bit. Rest shuffles.
<b>8</b>		All	Russia attack Rundstedt and retreat him. The CW groundstrike in France in preparation for the invasion. America took Palau and Groundstrike the Germans in Algiers.
<b>9</b>	2	Axis	All axis shuffled. Turn ended.



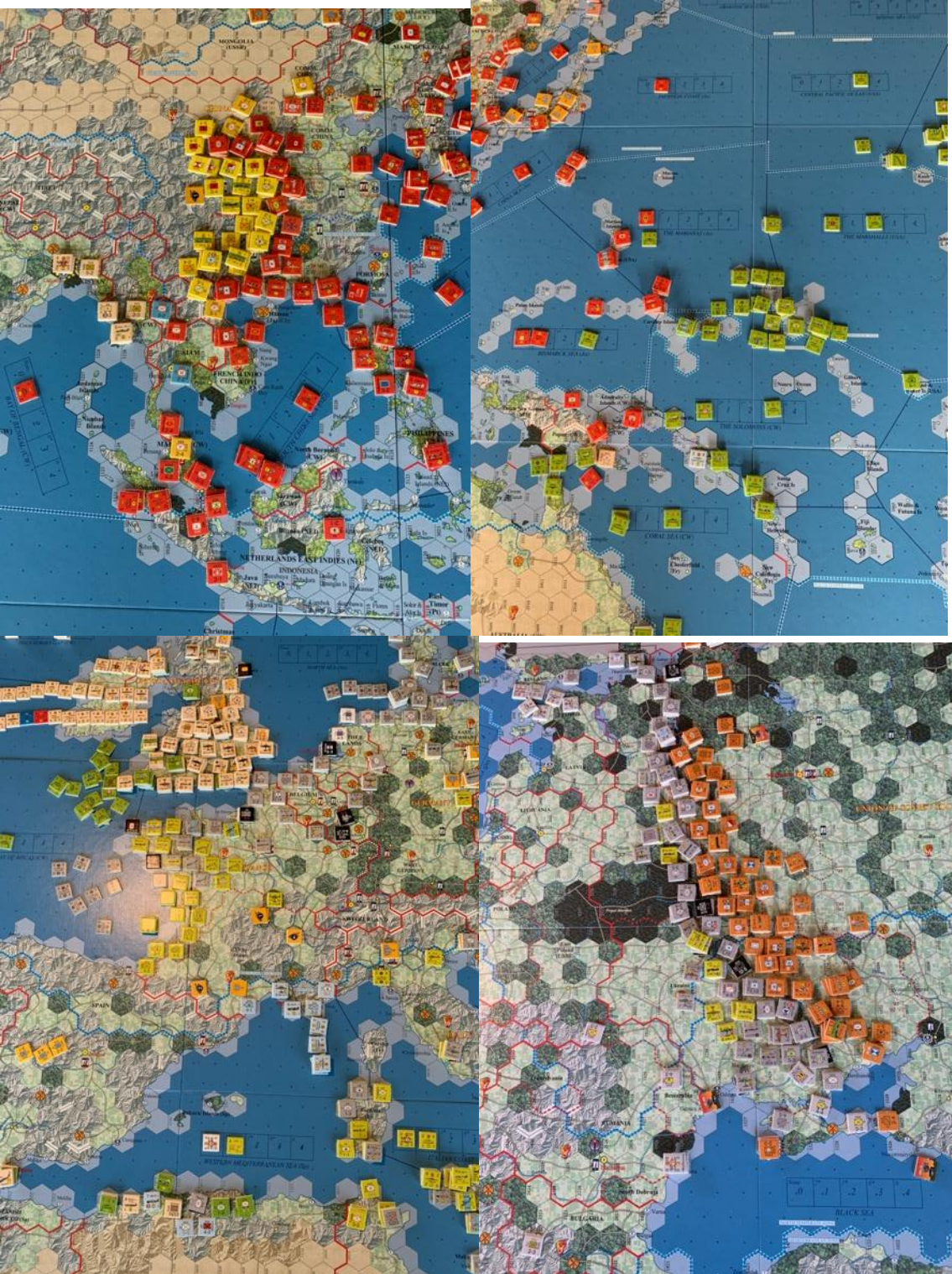
Sep/Oct 43



Impulse	Weather	Side	Description
1	8	Axis	Germany retreat in the north and stabilize in the South.
3		All	Western allies do naval, and Russia do a land.
5	11	axis	Germany kill the partisan. Italy and Japan shuffles.
8		All.	Russia is a chicken and make no attacks.
11	5	Axis	Germany make a +11 on Zhukov, Arm and AA but rolls a 4. Turn ends.



Nov/dec 43

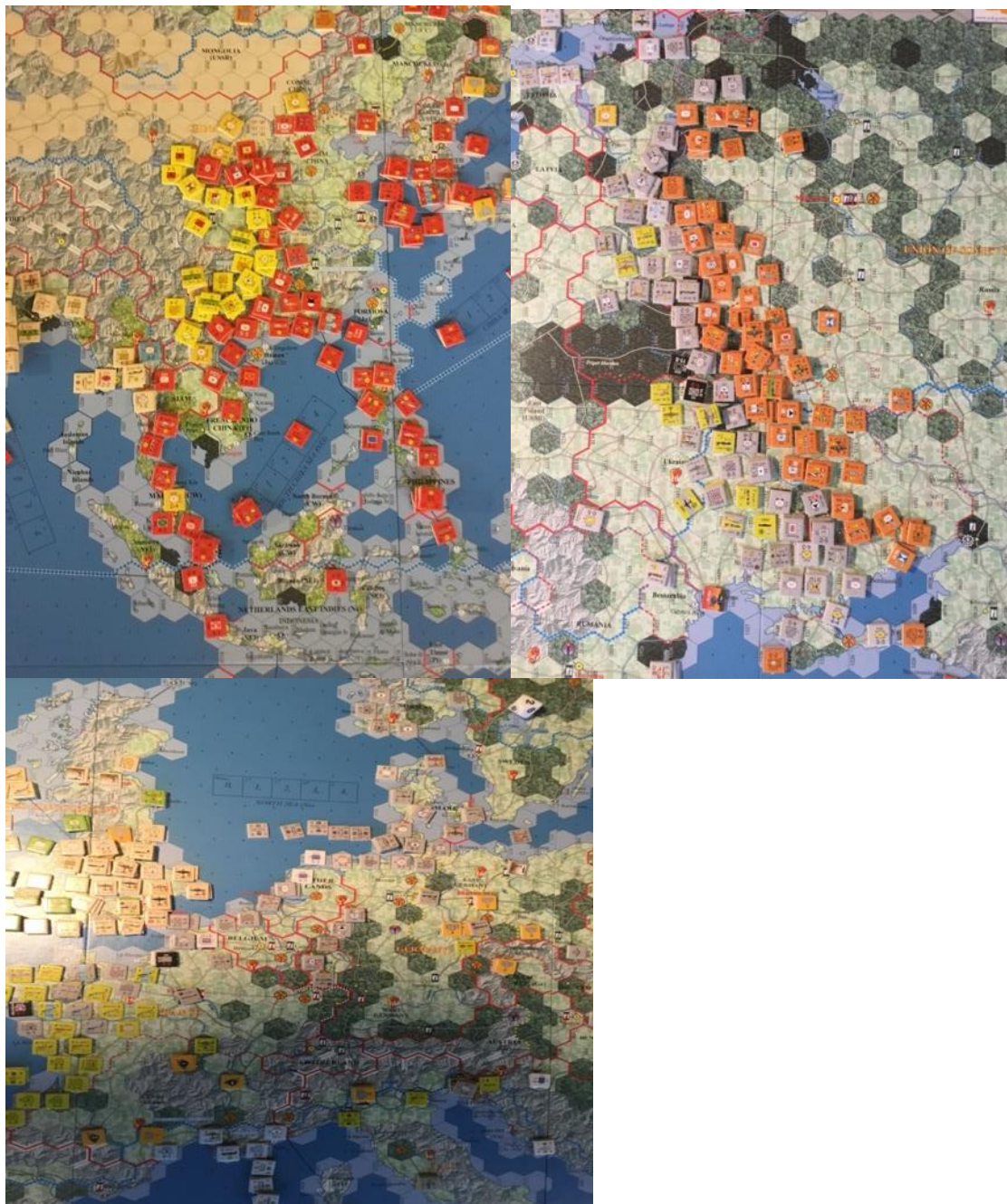


Impulse	Weather	Side	Description
1	4	All.	Allies win after a reroll.
3		Axis	Shuffle for defence everywhere.
5	7	All.	Russians start attacking and get a hex in the north – no losses.
7		Axis	Germany moves back in the North.
9	2	All.	Russia ready a series of attacks in the fine weather, and succeed retreating the germans at one hex. US attacked Truuk on a +10.6 and



			rolled a 17, after a brilliant series of naval combats. The poor Americans died horribly.
10		Axis	Germany make 2 counter attacks and roll a 2 and a 4 on a +10 and +8. Japan and US do a little naval action with out any real outcome (A damaged cp and some aborted ships).
11	6	All	Russia make a counter, counter attack and take another hex. Turn ends.

## Jan/Feb 44



Impulse	Weather	Side	Description
1	2	All	Allies move but dont do much in this weather. US tries for supply for Truuk. They cut supply for Algiers and flip one unit, but they do not attack.
3		Axis	Japan try to get supply back to Truuk. Italy gets supply back to Algiers. Germany moves a bit back.





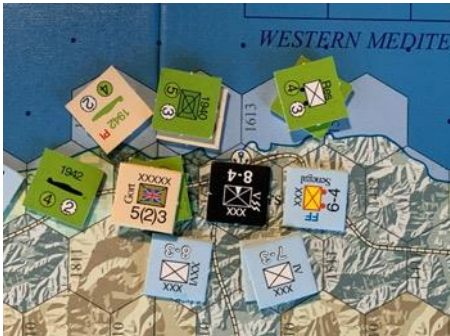
5	7	All.	US took Truuk after several turns of hard battle. Russia make 3 attacks in a daring raid and get across the river in the south, and kill 2 inf in the north. Their lowest roll was a 10.
8		Axis	Germany make a land offensive and take the hex back. (roll an 8)
11	3	All.	US and France attack Algiers on +7,1 and loose 2 units. CW stratbombs but lucky A2A and AA keep the losses at 3 PP. Turn ends.

Mar/apr 44



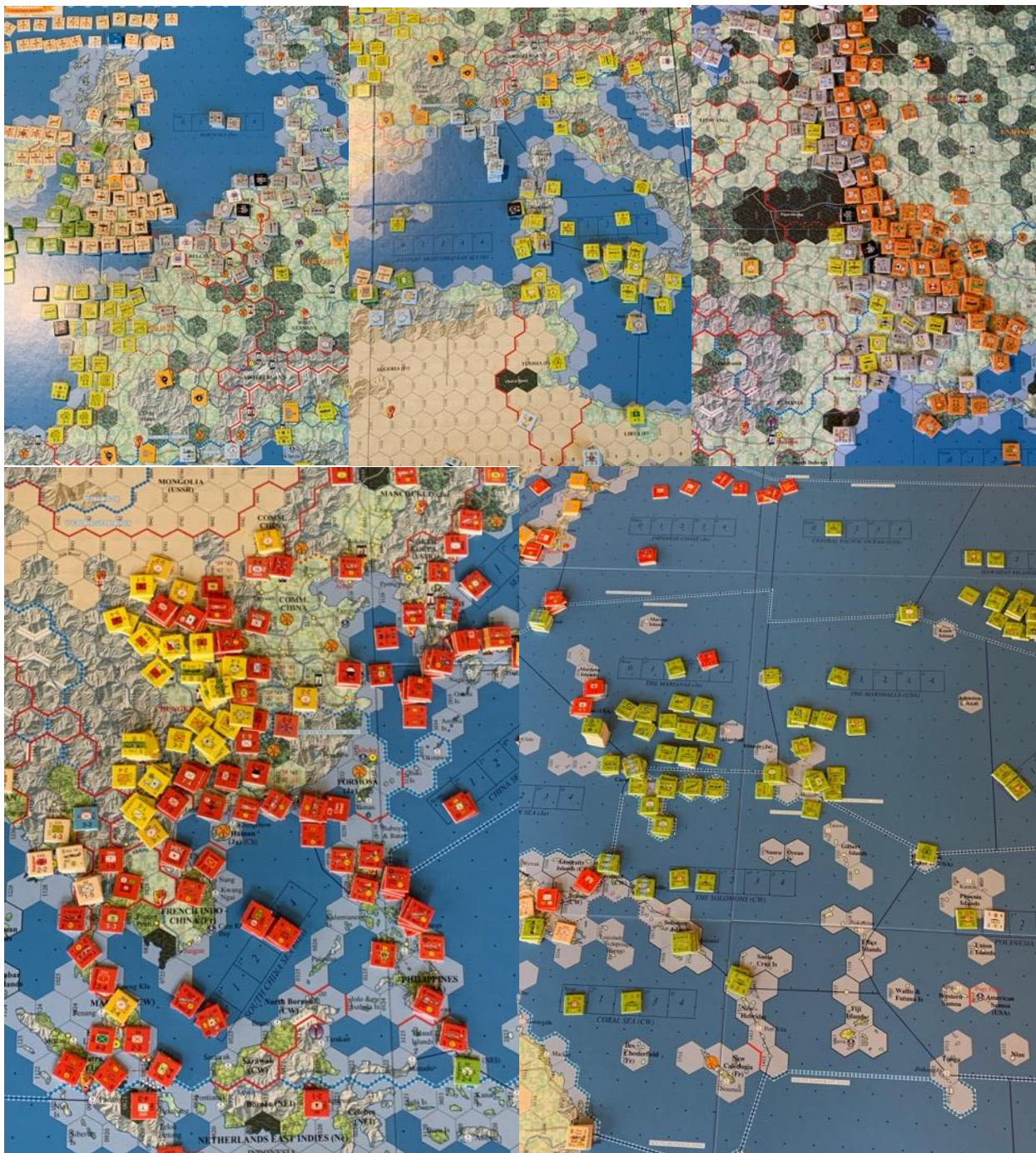
Impulse	Weather	Side	Description
1	1	All	The allies do not do much in this shit weather.
4		Axis	Germany take a combined and sail all subs into the North Sea. They hope to set a big trap for the CW invasion fleet.



				
7	5	All.	A lucky set of circumstances ensure (Weather and several search rolls) make the Japanese loose iwo jima to US.	
9		Axis	Shuffling, and a lot of cursing from the Japanese weather.	
11	7	All	US attacks Algiers and hit 19. The reinforcements where not as dug in as the 8-4 MTN and died. The 8-4 keep Algies. Iron cross to V. leeb for coordinated the defence is given posthumously. Russia made a heroic attack but did not succeed.	
12		Axis	Germany take a combined. Italy pick up the MTN in Algiers to get him home, on their way home they spot the American on their way and sink the presence. Turn ends.	



## Maj/jun 44

As 2 people are leaving tomorrow, we decided this was our last turn as it was a certain Geman victory.



Impulse	Weather	Side	Description
1	8	Axis	Germany retreat. Japan reinforced their defence, and got Hata to Manchuria.
2		All	An air action from CW send in all 2000+ bombers in over Northern Germany, Belgium, Netherlands and France to Groundstrike fighters and units. A few air battles ensued, but generally they where allowed through. Bombers are reorganized. The action had limited success.
3	3	Axis	Germany retreated and shored up her defense. Japan reorganized their defence further.
4		All.	CW take another Air, after reorganizing their HQs. Not a lot of success this time either. (Lost one bomber and flipped very few units once more).



5	10	Axis	Retreat in the south for Germany, but not the north. Reorganizing fighters in France in an Italian air. In a Japanese air they moved air force to get an airforce.
6		All.	Russia make an attack and blitz a stack away (No german losses, 1 russian). CW make their third air, and still not to much luck (but better this time). US invaded Japan.
7	3	Axis	<p>Germany tried a counter attack on a facedown Rokozovsky. Germany failed miserably, but did manage to kill one armor for their mot div and AT unit. The defense was brilliantly done by Zhukov, lots of guns and some AC coming through. Japan sails out and finds US</p>  <p>60 Japaneese factors get through and get 6X-3D-3A on the American. The total losses are in the below picture.</p>  <p>Turn ends.</p>
8			

## Options

Below is a list of the agreed upon options.

1. African, American & Scandinavian maps (AiF & TiF) ~ 1.2.3, 2.1.1, 2.1.3, 2.1.4, 13.3.2, 19.8, 22.7
2. Divisions (DiF) ~ 1.2, 2.2, 2.3.1, 9.2, 9.5, 11.4.5, 11.11, 11.13, 11.14, 11.15.5, 22.1, 24.1.6
3. Artillery (DiF) ~ 1.2, 2.2, 2.3.1, 11.2, 11.4, 11.8, 22.2
4. Planes in Flames units (PiF, AiF, PatiF & PoliF) ~ 1.2, 13.6.5
5. Ships in Flames units (SiF ~ 1.2, 2.3.1, 4.1.3, 9.1, 11.3, 11.5.8, 13.5.1, 13.6.1, 13.6.5, 14.4.1

No

Yes

Yes

Yes

Yes

6. Cruisers in Flames units (CLiF) ~ 1.2, 11.5.10, 22.6	No
7. Convoys in Flames units (CoIF) ~ 1.2, 22.16	No
<b>8. Aircraft abilities ~ 2.3.1, 8.2.1, 11.8, 11.11, 11.14, 11.15.4, 11.17, 14.2, 14.3.2</b>	Yes
9. Pacific & Asian ZOCs ~ 2.2	Yes
<b>10. Surprised ZoCs ~ 2.2</b>	No
11. Limited overseas supply ~ 2.4.2	Yes
12. Limited access across straits ~ 2.4.2, 11.9, 13.6.1	Yes
<b>13. HQ supply and support ~ 2.4.3, 11.15, 11.15.3, 11.15.5</b>	Yes
<b>14. Supply units (DiF) ~ 2.2, 2.3.1, 11.4.5, 11.11, 13.5, 22.10</b>	Yes
15. Winterised movement ~ 11.10.2	No
16. Dynamic naval movement ~ 11.4.2	No
17. In the presence of the enemy ~ 11.4.2	Yes
18. Rough Seas ~ 11.4.2	No
19. Task force markers (SiF) ~ 11.4.3	Yes
20. SCS transport (DiF) ~ 11.4.5	Yes
<b>21. Transport defence ~ 11.5.8 (AiF &amp; PatiF)</b>	Yes
<b>22. Air sea search ~ 11.5.7</b>	Yes
<b>23. Screening ~ 11.5.8</b>	No
24. V-weapons and A-bombs (PiF) ~ 11.4.5, 22.17	Yes
<b>25. Railway movement bonus ~ 11.10.2</b>	No
26. Fractional odds ~ 11.15.5, 11.15.6	Yes
27. 2die10 Land combat results table ~ 11.15.6, 13.6.12	Yes
<b>28 Spotting fleets ~ 11.5.5, 11.15.7</b>	No
29. Variable reorganisation costs ~ 11.17.4	No
<b>30. Saving and spending oil (TiF) ~ 5, 10.3, 10.4, 11.10, 13.5, 13.6.2, 13.6.9, 16.2, 17.3.2,</b>	Yes
<b>31. Saving build points &amp; disbanding units (TiF) ~ 4.3, 10.4, 11.10, 13.6.10</b>	Yes
<b>32. Building and destroying facilities (factory, synth oil (PoliF &amp; TiF), fort &amp; coastal fort (both TiF), road, rail, shipyard &amp; factory specialisation (all FiF) markers) ~ 1.3, 4.2.2, 11.7, 11.10.6, 13.5, 13.6.1, 13.6.6, 13.6.11, 13.8, 22.9</b>	Yes
<b>33 Printed factory, rail and oil destruction and repair ~ 11.7, 13.6.7, 13.8</b>	Yes
<b>34. Minimum impulses ~ 12</b>	Yes
35. Isolated reorganisation ~ 13.5	Yes
<b>36. Cadre ~ 13.6.3</b>	No
<b>37 Building foreign aircraft ~ 13.6.4</b>	Yes
38 Building ahead ~ 13.6.5, 13.6.11	No
<b>39. Gearing limits ~ 13.6.6, 13.6.8, 16, 22.8, 22.11</b>	Yes
<b>40. Factories in Flames (FiF) ~ 13.6.11</b>	No
<b>41. Intelligence (KiF) ~ 13.6.12, 24.1.6</b>	No
<b>42. USSR-Japan compulsory peace ~ 13.7.3</b>	Yes
43. En-route aircraft interception ~ 14.2.5	No



**44. Bounce Combat ~ 14.3.3**

45. Carrier plane units (SiF) ~ 14.4.1

46. Pilots (PiF) ~ 13.6.5, 14.6

47. Flying bombs (PiF) ~ 14.7

48. Kamikazes ~ 14.8

**49. Offensive points ~ 16**

50. The Ukraine (PoliF) ~ 19.12

51. Frogmen (DiF) ~ 11.4.5, 22.3

52. Guards Banner Armies (DiF) ~ 22.4

**53. Siberians (TiF) ~ 22.5****54 Territorials (TiF) ~ 22.7**

55. City Based Volunteers (AiF, LiF, PoliF &amp; TiF) ~ 22.8

56. Heavy Weapons units (AiF, PatiF &amp; PoliF) ~ 22.11

57. Air Cav (AiF, PatiF &amp; PoliF) ~ 22.12

58. Naval supply units (SiF) ~ 22.13

59. Warlords (KiF &amp; PoliF) ~ 22.14

60. Partisan HQ ~ 22.15

No

Yes

Yes

Yes

Yes

Yes

No

Yes

Yes

Yes

Yes

Yes

No

No

Yes

Yes

No

**32. FiF Shipyards ~ 13.6.10**

Yes

No scrapping units for bp