

World in Flames: Collector's edition

Living Campaign & Players' Notes

23 Feb 2020

World in Flames ("WiF") and all its components and kits, in both its electronic and printed forms, is Copyright © 1985 ~ 2020, Australian Design Group.

Changes to the printed notes are highlighted in red.

Permission is hereby granted to copy these rules electronically for your personal use only, provided that they are copied in their entirety (including this message). Any deletion or alteration or on-selling, without the express written permission of Australian Design Group, is a violation of domestic and international copyright law.

24	Campaign Information	2
24.1	Set up.....	2
24.1.1	Which game?.....	2
24.1.2	Which side?.....	2
24.1.3	Laying out the maps	3
24.1.4	Cutting out the counters	3
24.1.5	Sorting out the counters.....	3
24.1.6	Setting up	4
24.2	One map campaigns	6
24.2.1	<i>Victory in the West</i> : May/Jun 1940~Jan/Feb 1941	6
24.2.2	<i>Barbarossa</i> : May/Jun 1941~Jan/Feb 1942.....	7
24.2.3	<i>Guadalcanal</i> : May/Jun 1942 ~ Jan/Feb 1943.....	9
24.2.4	<i>Fortress Europa</i> : Nov/Dec 1940 ~ May/Jun 1945	11
24.2.5	<i>Battle of The Titans</i> : May/Jun 1941 ~ Mar/Apr 1945	12
24.3	Two map campaigns.....	14
24.3.1	<i>Fascist Tide</i> : Sep/Oct 1939	14
24.3.2	<i>Day of Infamy</i> : Nov/Dec 1941	15
24.3.3	<i>Mare Nostrum</i> : Jul/Aug 1940 ~ May/Jun 1944	15
24.3.4	<i>Rising Sun</i> : Jul/Aug 1937 ~ Jul/Aug 1945.....	15
24.4	Four map campaigns	21
24.4.1	<i>Missed the Bus</i> : Jul/Aug 1940	22
24.4.2	<i>Lebensraum</i> : May/Jun 1941	22
24.4.3	<i>Waking Giant</i> : Nov/Dec 1941	26
24.4.4	<i>Brute Force</i> : May/Jun 1942	28
24.4.5	<i>Darkness before the Dawn</i> : Jul/Aug 1943.....	29
24.4.6	<i>Decline and Fall</i> : May/Jun 1944.....	33
24.4.7	<i>Global War</i> : Sep/Oct 1939.....	35
24.5	World in Flames series campaigns	46
24.5.1	<i>Days of Decision</i> : Jan/Feb 1936 ~ Nov/Dec 1946.....	46
24.5.2	<i>Operation Star Spangled Banner (AiF)</i> : Jan/Feb 47	47
24.5.3	<i>America in Flames</i> : May/Jun 1945 ~ ?.....	47
24.5.4	<i>Patton in Flames (PatiF Europe)</i> : 1948~1953.....	49
24.5.5	<i>Eagle vs the Bear (PatiF World)</i> : 1945~1948.....	49
24.5.6	<i>Defcon 1 (PatiF World)</i> : 1948~1953	51
25	General Players' and Designers' Notes.....	53
25.1	Players' notes	53
25.2	Designers' notes	58
26	Bibliography.....	61
27	Credits	62
28	Unit costs and characteristics chart	64
29	World order of Battle.....	65
30	Set ups.....	66
	Game VP Objectives Chart	93

Historical VP Objectives Chart	94
Terrain Effects Chart.....	95

24. Campaign 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 of the 22 campaigns available you would like to play. If this is your first game of **World in Flames** you should try the short *Victory in the West* (see 24.2.1) or *Barbarossa* (see 24.2.2) campaigns. They will give you a good introduction to the game's land and air systems. *Barbarossa* is also a good campaign for competition play. Next, give *Guadalcanal* a go (see 24.2.3). 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 campaigns you can pick any of the others for a full campaign. There are 2 longer campaigns that still only use 1 map (plus the USA mini-map), *Fortress Europa* (see 24.2.4) and *Battle of the Titans* (see 24.2.5). There are also four 2 map campaigns (see 24.3). All of these campaigns 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.

The 7 full-map campaigns are when you are up for a top gaming session. They all have the same end point (July/August 1945) but different starting points. Most likely you will end up playing the 1939~1945 *Global War* campaign game (see 24.4.7) 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.

Finally, if you have one of the other games in the **World in Flames** series, we have included 6 more campaigns from **Days of Decision**, **America in Flames** and **Patton in Flames** which includes the mega campaign of all mega campaigns, the 66 turn **Days of Decision** campaign that takes you from 1936 to 1946, **World in Flames** with the lot.

Next, you must decide what options to play. The **Optional rules manifest on page 95 of the Rule Book** 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).

24.1.2 Which side?

Next, work out who's on which side.

The 5 one-map campaigns and *Mare Nostrum* (see 24.3.3) are essentially 2 player games. For the other **World in Flames** campaigns, we recommend these major power groupings if you have more than 2 players:

Recommended major power groups		
4 Maps	Fascist Tide	Day of Infamy & Rising Sun
Three players		
Germany, Italy & Japan	Germany & Italy	Japan
China & USSR	France & USSR	China, CW & USSR
CW, France & USA	CW & USA	France & USA
Four players		
Germany	Germany	Japan
Italy & Japan	Italy	France & USA
China & USSR	France & USSR	China & USSR

CW, France & USA	CW & USA	CW
Five players		
Germany	Germany	Not Recommended
Italy & Japan	Italy	
China & USSR	USSR	
France & USA	France & USA	
CW	CW	
Six players		
Germany	Not Recommended	Not Recommended
Italy		
Japan		
China & USSR		
France & USA		
CW		

For **America in Flames** and **Patton in Flames** please check those setups for the recommended number of players for each campaign.

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 the campaign:

Major Power	Days of Decision	Other 4-Map	Fascist Tide	Day of Infamy & Rising Sun
China	3	3	0	3
CW	16	22	11	13
France	4	5	4	1
Germany	10	5	5	NA
Italy	3	1	1	NA
Japan	7	5	NA	5
USA	13	15	8	13
USSR	14	14	12	2
Total	70	70	41	37

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

The first round of bidding was mainly a two-way bidding war between Catriona and me. Catriona wins with a bid of 5 and picks the USA and France. Her modified bid is 25 (15+5+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 11 (6+5). 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 23 (22+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 and China with a modified bid of 13 (14+3-4).

This leaves me with Japan and Italy for a total of -2 (5+1-8). If I can survive until the end of the game I have a shot at winning.

Record your bid on the builds charts. Your *modified* bid will be subtracted from your objective total at the end of the game (see 13.9).

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

European maps (33 in total): Commonwealth ~11, France~4, USA~3 & USSR~15;

Pacific & Asia maps (29): China ~ 2, Commonwealth ~ 8, France ~ 1, Japan ~ 10, USA ~ 5 and USSR ~ 3;

America map (8): Commonwealth ~ 2 and the USA ~ 6;

Total (70): Commonwealth ~ 21, USA ~ 14, USSR ~ 18, Japan ~ 10, France ~ 5, China ~ 2, and Germany & Italy ~ 0.

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

The victory conditions for all other campaigns is specified in their respective campaign notes.

24.1.3 Laying out the maps

Next, lay out the maps left to right; West Europe, East Europe, Asia & the Pacific. Some campaigns only use 2 maps. The specific campaign information below tells you which maps you need.

<insert graphic of maps>

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

AiF option 1: Lay out the American maps instead of the US mini-map anywhere space allows.

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

Next, pop out the counters provided with the game. The **World in Flames Collector's edition Classic game** includes 1600 counters (countersheets 1-6, 24 & 46). The Collector's edition Deluxe game includes 4800 counters (CS 1-9, 18-22, 24 & 46-54). Aircraft and naval units are identified by silhouette, land units by NATO symbol.

The military units are printed in different background colours to differentiate nationalities, and all minor and some Commonwealth units are also identified by letters.

The unit description chart explains this in detail.

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 (see 28, unit costs & characteristics chart). 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, CP, FTR, LND, NAV and ATR. You only have 1 force pool for each type regardless of how many countries contribute units to your force pools and all units belonging to your aligned minor countries must be added 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 with 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. We have provided resealable bags to help organize your

force pools. A more sophisticated (but more expensive) method is to use professionally made counter trays or those segmented plastic boxes you can buy in sewing, hardware and fishing tackle stores.

Add the following optional units and markers to your game depending on the options you have decided to play.

DiF options 2, 3, 14 & 52: Divisions in Flames adds 15 unit types that go into *new* force pools - ARM, MECH, MOT, ENG, INF, MTN, MAR, GAR, PARA, and SKI divisions; field artillery (ART), anti-tank (AT), anti-aircraft (AA), flak artillery; and supply units.

Divisions in Flames also includes Guards Banner armies and divisions that set up in the reserve pool if the Soviet Union is at war, otherwise kept off-map (see 22.4).

PiF option 4, 24 & 46: Add the Planes in Flames aircraft to those that come with *World in Flames*, *American in Flames* or *Patton in Flames*.

V-Weapons and A-bombs are new units placed in their own force pools.

SiF options 5, 19, 45, 51 & 58: Sort out the **Ships in Flames** naval counters *instead* of those that come with **World in Flames**, **American in Flames** or **Patton in Flames**. The only exceptions are the **WiF**, **AiF** or **PatiF** AMPH, CP, TRS and SUB counters which you *add* to the **SiF** counters.

Carrier planes (CVP) and Frogmen (FROG) are 2 new unit types that go into new force pools. Task force markers are placed on the Task force display.

CLiF option 6: Sort out the CLs provided in **Cruisers in Flames** *instead* of those that come with **World in Flames**, **America in Flames** or **Patton in Flames**.

CoiF option 7: Convoys in Flames adds 3 unit types that go into *new* force pools, tankers (TP), ASW units (ASW) and German and Japanese auxiliary cruisers (CX).

TiF options 32, 53, 54 & 59: Territories in Flames adds 5 units and markers that each go into new force pools ~ forts, coastal forts (CF), synthetic oil (SYNTH), territorials (TERR) and warlords (WAR).

FiF option 40: Factories in Flames adds shipyard and specialisation markers that go into new force pools.

TiF option 53: includes Siberians which may replace Soviet INF at set up (see 22.5).

TiF option 54: Only add TERR whose country or territory is on one of the maps being played and that country or territory is controlled by that major power (e.g. in the 24.2.3 Guadalcanal campaign Jeremy wouldn't add the CW Egyptian TERRs to the CW force pool nor Kasigi add the Japanese Indian TERRs to the Japanese force pool).

AiF & TiF option 55: America in Flames and Territories in Flames include city based volunteers (CBV) which are available if you control their city (see 22.8).

AiF, PatiF & PoliF options 56 & 57: America in Flames, Patton in Flames and Politics in Flames adds heavy weapons and air cav (ACV) units that go into new force pools.

Set aside these units **and markers** for now:

- all Austrian, Czechoslovakian and Ethiopian units (these are only used in games of **Days of Decision** or, in the case of Czechoslovakia and Ethiopia, when liberated);
- units **and markers** with an availability year on their back (see Unit Description chart) 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);
- all neutral minor country units. They become available when they align with a major power (see 19.4);
- all neutral major power MIL units. These units become available when you are at war with another major power (see 9.6); and
- the HQ-A Tuchachevsky from all campaigns starting after 1936.

You *may* remove from the game all naval units sunk before the game began (see the red or white dates on the back of the counter). You may not remove any other *named* naval units.

You *may* 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 if your major power is neutral, 3 years if not. For example, if you were playing the *Waking Giant* game, which starts in 1941, neutral major powers could remove any unit that had '1937' or earlier on its back, while all other major powers could remove any unit with '1938' or earlier on its back. Once removed, these units can never return to the game, so be careful.

The campaign 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.

Markers

Consult the campaign 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 markers into an opaque cup. The campaign will tell you where to set them up. Draw them randomly from the cup for each location (and facing) before looking at their values

Place the weather markers near the America mini-map (where the weather chart is located). Place the no planes, damage and factory markers off-map somewhere convenient as you will need to use these during the game.

TiF Option 30 (Oil): Each major power sets up their 'x1/10 saved oil' marker on the '0' space of the markers track (see Turn record chart) and the saved oil markers off-map wherever's convenient.

TiF options 31 & 32: Territories in Flames adds 6 new markers ~ saved build points, hex-specific oil & resource facilities, roads, rails and destroyed oil. Place these markers off-map wherever is convenient.

Add the factory markers to those that come with **World in Flames**.

KiF Option 41 (Intelligence): Place the intel markers on the '0' space of the markers track.

KiF Option 41 (Bletchley Park): The CW starts each campaign with its annual free rolls (see 13.6.11) but can't start with more than the number of turns remaining in the calendar year (e.g. Jeremy would place his Bletchley park marker on the 1 space of the markers track at the start of the *Waking Giant* campaign).

PiF option 46: Place the *pilots in training* markers in their own force pool and your Pilots marker on the '0' space of the Markers track.

Option 49 (offensive points): Each major power puts their *OP total* marker on the appropriate space of the markers track.

What units to set up

Unless the campaign notes state that you have called out your reserves, place all land units with the letters 'Ge' or 'Res' on their backs into the reserve pool (e.g. in the **Missed the Bus campaign** (see 24.4.1) the **Vichy Lyon, Dakar and Hanoi MIL** are all placed in the reserve pool).

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.

Some of the columns relate to aircraft set-up. Aircraft types are

differentiated according to the time taken to build the unit (e.g. LND-3 means set up a land bomber that takes 3 turns to build).

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.

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

Some units must be of a particular nationality. The nationality abbreviations used on the set ups are the same as the counters and the World order of battle (see 29). The additions and exceptions are:

B	Bulgaria
Ch	China
F	Finland
Fr	France
H	Hungary
In	India
It	Italy
R	Rumania
Sib	Siberia (INF if not playing TiF option 53)
V	Vichy

All other units are major power units (British in the case of the Commonwealth), not their controlled minor countries.

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

AB	A-Bomb
CF	Coastal Fort
CP	Convoy point
CVP	Carrier plane
[fu]	face-up
[fd]	face-down
P	pilot
SSq	Service Squadron
VW	V-Weapons

DiF option 3: Choose the specified number of ‘Guns’ from amongst all available ART, AT & AA units. Flak are chosen separately.

PiF option 4: for *each* location and type, draw aircraft from your force pool equal to the totals listed in *both* the **WiF** and the **PiF** column. You may still only set up just those listed in the **WiF** column but you choose which ones they will be. Put the rest back into your force pools. **PiF option 46:** you use up a pilot for each aircraft you set up and instead of putting the rest back in the force pool, you put them into the reserve pool.

Reinforcing aircraft are set up in the same way (choosing which to set up and which to return to the force pool) unless also playing **PiF option 46** in which case the aircraft and pilots listed in *both* the **PiF** and the **WiF** columns are set up on the production circle. If you are also playing **CVPiF option 45**, there may be further reinforcing pilots to set up (almost never-ending toys!).

SiF option 5: Set up the **Ships in Flames** units listed in the **WiF** and **SiF** columns. The convoy points listed in the **SiF** column are modifications of those listed in the **WiF** column (e.g. if the **WiF** column lists 10 convoy points and the entry in the **SiF** column is “-3 CP”, you would only set up 7 convoy points).

CLiF option 6: Set up the **Cruiser in Flames** CLs listed in the **WiF** and **SiF** columns.

CoIF option 7: Up to half the convoys specified to be set up in each location may be tankers. For example, instead of setting up 7 convoy points in Italy, you could set up 0 to 3 tanker points in any ports there with the remainder being convoy points.

CoIF option 7: Set-up the ASW units listed in the ASW column. Reduce the number of cps set-up by the number included with your ASWs that are set up in the same location (if any, if not and the ASW is set-up on map, the reductions may come from anywhere on-map).

If playing with carrier planes (**CVPiF option 45**), each time you (randomly) chose an ASW with an air component, you randomly choose a carrier plane (**PiF option 46:** and a pilot) to set up on the

ASW. If the carrier plane won’t fit, put it back in the force pool and re-pick until you pick a CVP that does.

TiF option 32: 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.

TiF option 32: Set up as many coastal forts (CF) as are shown in the ‘Other’ column.

Option 37: If the set-up tells you to set up a lend-lease unit, the giver must place its unit in the lend-lease pool (e.g. in the *Decline and Fall* campaign (see 24.4.6) the US player sets up the CL *Milwaukee* in the lend-lease pool).

FiF option 40: Set up shipyard and specialisation marker that are dated a year (or more) earlier than the year in which the campaign begins (e.g. all shipyards dated 1938 or earlier are set up for a game starting in September/October 1939).

CVPiF option 45: 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 into the force pools if not playing **PiF option 46** (pilots), or the reserve pool if you are.

TiF option 53: Set up Siberians as replacements for on-map Soviet INF.

SiF option 58: Replace any set-up TRS with any (randomly chosen) available SSq (see 22.13) provided it could be built in time (e.g. the earliest the 1941 SSq could be set-up to arrive on map is Jan/Feb 1942).

Foreign-sourced aircraft may be added to the force pools before set-up if the source major power agrees (see 13.6.4). Some campaigns also specify you set up certain foreign-sourced aircraft. In either case move the equivalent aircraft from the source major power’s force pool to the lend lease pool.

In all campaigns where Free French (rather than French) units are set up, randomly remove half the units in each Free French force pool (**TiF option 54:** except territorial units) from the game after set up.

All Chinese units are Nationalist unless otherwise indicated.

Where to set up

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

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: Jay sets up the US for the *Waking Giant* campaign (see 24.4.3). The left-hand side of the last row of the US set-up states ‘Jul/Aug’. If not playing **SiF option 5** Jay would set up the *Bunker Hill* and *Miami* face-down on the Jul/Aug slice of the production circle. If playing **SiF option 5**, Jay instead sets up the *Bunker Hill*, *Belleau Wood* and *Boston* face-down, and the *Alabama* face-up, in the same location. If Jay was also playing **CLiF option 6**, he would also set up the *Miami* and *Reno* face down there.

FiF option 40: Instead of placing a unit on the production circle, you place it on a production track of a city you control (and port in the case of naval units). The unit is put in the numbered box corresponding to the number of turns from the game’s start till that unit could arrive as a reinforcement. Then place a ‘Free’ marker on it to indicate that its cost has already been paid in full.

Example: Continuing the previous example and not playing **SiF option 5**, Jay sets up the *Miami* on New York’s production track and the *Bunker Hill* on San Francisco’s track, both face-down in their respective 5 boxes with a free marker placed on them.

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).

AfA & AsA option 1: “Europe” includes the African and Scandinavian maps.

“Africa” means any hex (including off-map hexes) in Africa (**AfA option 1:** and on the African map). “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. You may only set up a unit in a hex it can move into (e.g. Germany can’t set up a Bulgarian INF in Rumania).

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 there.

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

You must set up all on-map naval units in ports. Unless otherwise specified, all units set up on map do so face-up.

TiF option 30: Set up your saved oil in any eligible city or major port up to stacking limits (see 13.6.9).

TiF option 32: You may only set up fortifications in hexes you control that aren’t off-map hexes.

TiF option 54: Territorial units must be set up in their home country or territory.

TiF option 59: Set up each warlord in its home city.

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).

DiF option 2: After *you* have set up, you may break down eligible corps or armies into divisions even if they are in ZoCs (see 22.1) provided you still conform to stacking limits.

After *all* major powers have set up, partisans are set up by their controller as per 13.1.

Next, each major power in set-up order may make naval moves out to sea with their naval units. Treat this as a naval action you conducted last turn (even if neutral), 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 may only make these moves with convoy (**CoIF option 7:** and tanker, but not ASW) points.

You now remove from the game all conquered minor country units in the force pools. Half of these units may be returned to the force pools upon liberation (see 13.7.5). If Vichy currently exists, randomly remove from the game half the units in each French force pool (**TiF Option 54:** except territorial units).

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).

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

“Entry Markers” tells you which US entry actions and options have already been chosen, how many entry markers are in which common borders, and what special rules regarding markers apply to this campaign. A major power’s entry markers are set up anytime during its set up. During set up, entry markers may not be inspected prior to

placement.

“Control” tells you changes, if any, to the 1939 country and territory control that is displayed on the maps.

“Production” tells you changes, if any, to your usual production.

“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”.

There is no off-map production in any 4-map campaign (see 24.3.2).

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

“Historic victory” shows what your historical counterparts achieved in the 2 map campaigns. Of course, *you* will do better!

24.2 One map campaigns

One map campaigns are also known as scenarios (mini-campaigns).

24.2.1 Victory in the West: May/June 1940~Jan/Feb 1941

Designed by Ruediger Rinscheidt (German Design Group)

This introductory campaign pits the Germans against France and the Commonwealth in Case Yellow, the invasion of France. Germany must move fast to conquer France or face stalemate, a two-front war and, ultimately, inevitable defeat.

Players: Germany vs France and the Commonwealth.

First turn: May/June 1940

No. of turns: 5

Maps used: Western European, but only Belgium, France, Germany, Morocco, Netherlands, Senegal and the United Kingdom.

Initiative: Axis +2 box. The Axis starts with the initiative.

Last weather modifier: +2

War status: Germany is at war with the CW and France.

Entry Markers: NA

Reserves: All major powers have called out their reserves.

Control: As specified on the map.

Production: The Commonwealth receives 6 build points per turn (no regular production).

Option 30: The CW has unlimited oil in the UK.

Germany receives 4 oil resources and 10 non-oil resources off-map via the eastern map-edge each turn.

France receives a total of 1 oil and 2 other resources via any French controlled port in the Bay of Biscay or Western Mediterranean sea areas each turn (none if they don’t control any such port).

Special Rules: Remove all units apart from Belgian, French, German, Moroccan, Netherlands, Senegalese, and British. Remove all naval units (including minor countries when declared war on) except those specified to be set up. Finally, remove all (**option 37:** foreign sourced units,) Commonwealth & German MIL and French MTN units (**option 3:** and the German railway gun).

Destroyed naval units are permanently eliminated, damaged ones may be repaired.

When the Netherlands or Belgian home country is conquered that country is only incompletely conquered (see 13.7.1) and must choose the UK as its new home country.

Victory conditions: The game ends at the end of Jan/Feb 1941 *or* at the end of any turn when Germany controls Paris and declares the game is over. Each player then gains the following victory points:

Victory points (cumulative)

VPs	City controlled and/or units destroyed
3	Paris and each enemy HQ destroyed
2	Amsterdam, Brussels and each enemy ARM & MECH corps (not HQ) destroyed
1	Antwerp, Lille, Lyon, Marseilles, Metz (DiF option 2: and enemy ARM & MECH division destroyed)
1	each British unit destroyed (Axis only)
Turn game ended (Allies only)	
1	Jul/Aug 1940
3	Sep/Oct 1940
6	Nov/Dec 1940
10	Jan/Feb 1941

Add up both sides' total, divide the Axis total by the Allied total and compare the resultant fraction to the following table:

Victory Table	
Axis/Allied VPs	Victory level
5+	German Decisive victory
4+	German Substantive victory
3+	German Marginal victory
2+	Draw
1.5+	Allied Marginal victory
1+	Allied Substantive victory
<1	Allied Decisive victory

Example: Germany controls Paris during the Jul/Aug 1940 conquest step and declares the game over. The British had a MECH corps destroyed while France had the Billotte HQ-I and an ARM corps destroyed. Germany controls Amsterdam, Antwerp, Brussels, Lille, and Paris while the Allies control all other objectives. Germany's total victory points are 9 for controlled cities, 3 for the destruction of the CW corps and 5 for the destruction of the French Arm and HQ, a total of 17 points. The Allies get 1 VP as the game ended in Jul/Aug and 3 points for cities controlled, for a total of 4 points. $17/4 = 4.25$, a substantive German victory.

Historical objectives: Germany ~ 15, Allies ~ 2.

At start production:

CW (PM 0) ~ 0 factories, unlimited oil (in the UK) and 0 other resources, 6 bp per turn off-map

France (PM 0.75) ~ 14 factories (France), 1 oil (off-map) and 8 other resources (6 in France, 2 off-map)

Germany (PM 0.75) ~ 18 factories (Germany), 5 oil (1 in Germany, 4 off-map) and 18 other resources (7 in Germany, 10 off-map)

Players' notes: This is the ideal campaign to try first because it concentrates on the key aspects of land and air warfare with only minor interaction with navies.

Germany: The skies are clear, the sitzkrieg is over; this is it. You must strike fast and hard. Historically you beat the French and British in one turn but then again historically the Germans won an overwhelming victory and you can't expect that.

You should form mixed stacks of panzers and motorized units facing both Belgium and the Netherlands. You take the first impulse (you have the initiative this turn) and declare war on them both (it's not really viable anymore to attack Belgium separately to the Netherlands).

If playing **option 10:** (surprised minor country ZoCs) and/or **option 49:** (offensive points), both of which I highly recommend, you force the Belgians and Dutch to set up in their cities spread out allowing you to defeat them in detail as you did historically.

If playing with divisions you can easily have 19 factors in one stack which when doubled for offensive points allows you to overrun 5 factor defenders (38:5 more than the 7:1 you need).

From the start use your huge air force to ground strike vulnerable stacks of enemy units particularly their key assets like HQs, ARM and air units. This is particularly important in your surprise impulse against Belgium and the Netherlands to pin their aircraft which you can then overrun at your leisure.

Once you have driven deep into Belgium keep striking hard into the Allies. Choose one to concentrate on, usually France but sometimes the UK if they leave themselves exposed. They can't co-operate so if you concentrate your air force against one opponent they will quickly run out of aircraft.

Remember you have some good naval air assets. Feel free to employ them in the North sea particularly when vulnerable British transports are plying the waves ferrying reinforcements to France or shattered survivors home.

Drive for Paris like an arrow. Nothing else matters quite so much. As soon as you occupy the capital you decide when to dictate peace, and based on the victory conditions that is far better sooner rather than later.

Allies: You have the exact opposite problem to Germany; how do you stop or slow the onslaught.

First off you need to have each front-line hex on the Maginot line covered with 2 corps. They shouldn't be the best corps but they have to be strong enough to deter any move direct across the Rhine. But all your key assets like HQ or aircraft should either set up in forest or behind the Seine (to minimize ground strikes). They can move up as needed.

You can't do a lot to help your soon to be Belgian and Dutch allies except set them up in cities and wait for the attack. If you are not playing option 10 you can set the lone Belgian up in Liege and the other corps back near the French border where they can't be attacked on the first impulse. But be careful. They can be ground struck and any flipped Belgians can't be supported by French (as they don't co-operate).

On your first impulse you must try to move at least your British forward into Belgium which allows more Brits to land in France (Gort can only support 2 other units there). Again though be careful. If driven out of Belgium and too many are in France, the excess is destroyed.

The Brits should try to hold the northern two hexes of the line supported by shore bombardment in the North sea and air support from England

Try to keep one corps in reserve behind the line to stop any blitzing through. Be careful here too though as they may spend offensive points to destroy weak blocking units.

As the Germans drive gains pace, you will be forced to thin the Maginot line to hold Paris. Don't counterattack unless you have very good odds, as a bad result will see your whole line disrupted and easily destroyed.

Only when it comes to the loss of Paris should you think of a last gasp effort but even here only towards the end of the turn and it saves you from defeat.

Be cautious, be prudent and hold out as long as you can. Every day the Wehrmacht is tied down in France is one day less in Russia.

24.2.2 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 Commonwealth and the USSR.

First turn: May/Jun 1941

No. of turns: 5

Maps used: Eastern European, but only north of Yugoslavia, Bulgaria, Turkey and Iran and excluding Sweden.

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 is an active major power at war with the CW and must declare war on the USSR on its first impulse.

Entry Markers: There is no US Entry step and no rolls for US entry actions.

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

Control: As specified on the map except that:

Germany has conquered Poland (west of the partition line) and is aligned with Rumania;

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

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

Off-map production:

Germany ~ 4 resources in Sweden that must be transported via the Baltic Sea to be useable and 19 factories, 1 oil & 14 other resources off the western map edge.

USSR ~ 8 factories, 6 oil & 12 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; **as well as 1 oil from Iran.**

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

Scrap the following Soviet units: all Mongolians and all off-map MIL (TiF option 54: and off-map TERR).

Soviet factories may be shipped off-map by railing them to the eastern map-edge for 2 rail moves each.

Germany may trace railway supply paths off the western edge of the map and the USSR may trace supply paths off the eastern edge.

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

TiF option 53: Siberians may not start on-map. **Instead, the Soviet Res Siberian is placed in the Reserve pool and the 3 Nov/Dec INF reinforcements replaced by the other 3 Siberian armies.**

Victory conditions:

At the end of the game, count up the objectives, major ports and factories you control according to the following chart. Whoever has the most VPs wins.

Victory points (cumulative)	
VPs	Cities, ports and factories controlled
1	Budapest, Bucharest, Helsinki, Kiev, Kuybyshev, Leningrad, Moscow, Stalingrad, Vienna & Warsaw
+1	Each major port, and printed factory (even if railed out) in the European USSR
Germany only	
+1	each German controlled factory in the USSR not railed out

Example: Germany captures Leningrad. Germany gains 5 VPs (1+3+1) if the Soviets rail out the blue factory, 6 if not.

Historical objectives: Germany ~ 18, USSR ~ 23.

At start production:

Germany (PM 1) ~ 24 factories (1 in Germany, 1 in Austria, 1 in Czechoslovakia, 1 in Rumania, 1 in Poland, 19 off-map), 4 oil (3 in Rumania, 1 off-map) & 22 other resources (1 in Germany, 2 in Poland, 1 from Hungary, 14 off-map, 4 from Sweden)

USSR (PM 0.75) ~ 31 factories (16 in the USSR, 7 in Ukraine, 8 off-map), 10 oil (4 in the USSR, 6 off-map) & 20 other resources (5 in the USSR, 3 in Ukraine, 12 off-map)

Players' notes: This is a good competition campaign as it provides a

wide scope for land strategy and yet only takes around 3 hours to play.

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. It's best to set up all your front-line units in stacks 2 high. If you can't afford 2 unit stacks in every border hex, you need to set up 1 hex back from the border to stop your units being infiltrated.

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, 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 restrict the Germans crossing the Neman or the Dneister as much as possible during the surprise impulse when the river defence is ineffective. Turn Riga, Kaunas, Vilna and Minsk into hero cities. Stack them with cheap good units (high value INF, GAR and MIL) and hope their courageous sacrifice will stall the invaders in their tracks.

In the south, you will be forced to defend some clear terrain. Do so with two infantry type units in each defended hex to deny the Germans any easy attacks and in the hope of again disrupting some of their units. 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 E2136, where he provides supply to the Lvov 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 their 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, a minimum of another 2 armies in each of Murmansk and E1752.

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 defence 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 disrupt 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 impulse) 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.

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 reserves and reinforcements in Jul/Aug will in total exceed 20 units 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.

Be very careful about any attacks in this campaign 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 campaign is too short to organize any large counterattacks, so be on the lookout 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.

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 campaign 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 campaign, 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 points on the first impulse, and if so, on what action.

One option is to use offensive points on multiple actions 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 defence 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 defence 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 points 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 reorganise. 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 points, 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 defence line between Smolensk and the Dnieper river; and attacking the cities around Moscow before winter sets in. Preventing the former requires a headlong, crushing advance to unhinge the northern Dnieper defence 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 and 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 Dnieper 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 offensive points to break it. A good ploy is to use it to attack hexes E1634 and E1433 each of which you can attack from 3 hexes.

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 their army. Alternatively, you could have some units

doubled in the attack on Dnepropetrovsk when you use your offensive points. With luck, you may turn the Russian retreat from the Dnieper 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 some more offensive points.

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 defence. 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 campaign 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 will probably draw off Russian ground troops from more active theaters.

24.2.3 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 & Vichy vs the Commonwealth, Free France & the USA

First turn: May/Jun 1942

No. of turns: 5

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

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

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

War status: All Allies are at war with Japan.

Entry Markers: NA

Reserves: All major powers have called out their reserves.

Control: As specified on the map except that:

the Commonwealth has conquered Eritrea, Ethiopia and Italian Somaliland;

Free France is aligned with the Marquesas Is (M1509), French Polynesia and all French territories on the Pacific map;

Vichy is aligned with all French countries and territories on the Asian and America maps, except Marquesas Is & French Polynesia; and

Japan has conquered Hong Kong, Burma (south of the 1942 start line), Malaya, Singapore, Papua and Dutch New Guinea (north of the 1942 start line), the rest of the Netherlands East Indies, North Borneo, Sarawak, Christmas Island (East Indian Ocean), East Timor, the Philippines, Wake Island, Guam, Admiralty Islands, New Ireland, New Britain, Bougainville Is, **P1918**, Nauru, Gilbert Islands, and all islands exclusively in the Bay of Bengal; and is aligned with Siam and French Indo-China.

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 cannot 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:

TiF option 30: Canada is the Commonwealth home country when determining if its oil comes from inside or outside its home country (see 10.3).

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

Victory Points (cumulative)	
VPs	Cities and ports controlled
10	each friendly controlled objective hex that was enemy controlled at the start of the game (and 0 for any others);
8	each enemy CV destroyed
4	each friendly controlled oil resource point that was enemy controlled at the start of the game
2	each other friendly controlled resource point that was enemy controlled at the start of the game
Special VPs (Allies)	
+1	Per Japanese CP less than 10 in each of the China Sea and South China sea during the victory step (see 13.9) of each turn

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

Victory Table	
VPs	Victory level
41+	Decisive victory
21-40	Substantive victory
11-20	Marginal victory
0-10	Draw

Historical objectives: Japan ~ 32, Allies ~ 52.

Players' notes: This campaign 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 possible invasions of Kwajalein, Wake, or Truk. 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. Ensure 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 cities. 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 Hawaiian Islands or Christmas Island sea areas, you can escape via the other sea area 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 campaign, 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 don'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 campaign. 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 tough, but isolating it and trapping the American fleet could yield big dividends. As Honolulu is a two-sea area port, this will be difficult. However, if Yamamoto is based in Rabaul or Truk, you could sail a fleet adjacent to Pearl Harbor, 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.

24.2.4 Fortress Europa ~ War in the West: Nov/Dec 1940 ~ May/June 1945

Designed by Ruediger Rinscheidt (German Design Group)

This campaign is the war in the west from the end of the Battle of Britain to the end of the war in Europe. For the first half of the war the campaign concentrates on the war in the Atlantic and the strategic bombing war which is very quick. In the latter stages D-Day and the struggle for West Europe will predominate. This campaign allows you to quickly improve your skills in strategic warfare.

Players: Germany vs. the Commonwealth, Free France & the USA.

First turn: Nov/Dec 1940

No. of turns: 28

Maps used: The American mini-map and the Western European map, but only Germany, France, United Kingdom, Iceland, Greenland, Faroe Is., Ireland, Denmark, Norway, Netherlands, Belgium, Spain, Portugal, Gibraltar, Sierra Leone, Gold Coast, Nigeria, Mid. Congo and Belgian Congo.

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

Last weather modifier: None

War status: Germany is at war with the CW and Free France. The USA is neutral.

Entry Markers: There is no US Entry step (apart from the automatic actions below) and no rolls for US entry actions.

US Entry options 12, 15, 16 (8 bps unused) & 22 have already been played and the following entry options are automatically played on:

US Entry Options	
Turn	Option
Nov/Dec 40	25 (Repair western Allies ships)
Mar/Apr 41	11 (US East Coast escorts) 27 (LL to western Allies)
May/June 41	7 (Occupy Greenland & Iceland), if not Axis 28 (Truman committee formed)
Sep/Oct 41	29 (US North Atlantic escorts)

The US enters the war in the first Allied impulse of Nov/Dec 1941 and is then at war with all Axis major powers (even off-map Japan allowing the US alignment of Brazil and Mexico, see 19.8).

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

Control: As specified on the map except that:

the Commonwealth is aligned with Belgium, Greenland, Iceland, Faroe Is. and the Netherlands;

Free France is aligned with Mid. Congo;

Germany has conquered France, Norway, Denmark, Belgium and the Netherlands and [Designer's note: for simplicities sake] has collapsed Vichy (see 17.4.5) from the start of the campaign; and

Belgian Congo is the Belgian home country, the UK is the Netherlands' home country & Mid. Congo is Free France's home country.

Production:

During the production step, Germany and the Commonwealth halve all their build points while the US thirds hers (including those given to them in trade agreements, see 5.1).

Example: in the first turn the CW has 15 resources going to 15 factories providing 15 production points x the CW PM of $0.75 \times 1/2 = 6$ build points (5.625 rounded).

The CW has 1 extra resource point (to a maximum of 3 oil and 5 other resources) for each 4 Allied convoy points in the Gulf of Guinea sea area. These resources still need to be then transported to a factory to be used (see 13.6.1).

At the start of any production step after 1940, the Allies may announce that for that turn the CW is receiving 5 extra build points from the USA. After that, Germany receives 4 extra victory points for each announcement. You may only make this announcement once per year.

The German player may automatically transport the Norwegian resource to a German controlled port in the Baltic Sea as long as Germany control both Frederikshavn (W0645) & Kristiansand (W0747). There is always an Axis convoy point in the Baltic Sea.

Special rules (Allies):

Scrap the following CW units: HQ-I *Wavell*, WDF ARM corps, all MIL, CAV, (**TiF option 54:** TERR) & SUBs, and all units from Australia, India, South Africa and New Zealand.

Scrap the following US units: I & III US MAR corps; all HQ-I, INF, MIL, MTN & CAV corps, (**SiF option 58:** SSq) and SUBs.

Remove CW HQ-A *Montgomery* and US HQ-A *Patton* from the game.

Commonwealth and USA activity limits (see 10.2) are halved from Nov/Dec 1941 onwards.

During the production step of each turn the Allies may scrap one of their on-map CVs (**CVPiF option 45:** including its CVP, **PiF option 46:** and pilot). They gain one victory point for each such removal.

The Allies may not invade or paratroop into Vichy France before 1944.

From Jan Feb 1944 onwards roll a die during each reinforcement step. If you roll a 1-5, the HQ-A *Montgomery* arrives as a reinforcement. Roll again. If you roll a 1-4 the HQ-A *Patton* arrives as a

reinforcement.

Special rules (Axis):

Remove HQ-A *Rundstedt* from the game.

Scrap the following German units: all white-print corps except I & II SS, GD & HG ARM & IV SS MECH; all other HQs except *Von Leeb* & *Rommel*; all CAV, (**DiF option 2:** SS ENG, **TiF option 3:** all motorised artillery except AA & flak; **option 8:** all tank-busters except the Me-262), and all 2-turn LND.

Add all Italian subs to the German force pools. Treat them as German units for all purposes.

Germany may rail one unit per turn from or to Norway (via Sweden ~ see 11.9).

The total number of German air missions per impulse (see 10.2) is halved (after any modification) after Mar/Apr 1941.

If the Allies declare war on Portugal the Axis player gets one victory point per turn until the end of 1942.

Germany receives 2 victory points each turn after 1941 that there are no Allied convoy points in the Norwegian Sea sea area during the production step.

During each turn the Axis player may scrap one German aircraft or corps (**options 2 & 3:** or two divisions and/or guns). The Axis player gains one victory point for each such scrapping.

From Jan/Feb 1943 onwards, roll a die during each reinforcement step. On a 1 or 2 the HQ-A *Rundstedt* arrives as reinforcement.

Transfer Pool: While the Commonwealth was in a life and death struggle with Germany in Europe, many Commonwealth naval units were stationed in Asia and the Pacific facing off against the Japanese. The transfer pool represents this. When CW are required to be in the transfer pool, place them in the lend lease pool.

During set up and at the start of the first reinforcement segment of each year, total the build points for all Commonwealth naval units on the map and in the transfer pool (count both cycle costs (**options 45:** including CVPs, **PiF option 46:** and pilots).

Then check the percentage in the table below. This is the percentage of the total that must be in the transfer pool.

Minimum CW naval units in transfer pool	
Year	% in pool
Set up	25%
1941	30%
1942	35%
1943	30%
1944	15%
1945	35%

If the cost of CW naval units in the transfer pool is less than this, the CW must immediately place extra naval units in the transfer pool from anywhere on map (irrespective of supply or whether they are face-down) so the percentage of naval units in the transfer pool is met.

If the cost is more, the excess may be placed in the 0 section of the Italian coast or Gulf of Guinea sea areas.

Victory conditions: Each side receives victory points as follows:

Victory Points (cumulative)	
VPs	Cities and ports controlled *
2	Each of Amsterdam, Antwerp, Berlin, Brussels, Copenhagen, Gibraltar, Kiel, Madrid, Marseille, Munich, Oslo, Paris, and Prague controlled at the end of the game.
+1	For each enemy convoy point, production point (TiF option 30: saved oil, TiF option 31: saved build point) and/or enemy LND destroyed

+2	For each enemy HQ-A, HQ-I & ARM corps/army destroyed; TiF option 32: synth oil, TiF option 33: and printed enemy factory and oil resource destroyed (even if later repaired).
Special VPs (Allies)	
+1	Each Allied CV scrapped (CVPiF option 45: including its CVP, PiF option 46: and pilot), max. once per turn
Special VPs (Axis)	
+1	Per turn from the turn the Allies declare war on Portugal until the end of 1942
+1	Each German aircraft or corps (options 2 & 3: or two divisions and/or guns) scrapped (max. once per turn)
+2	Each turn after 1941 that there are 0 Allied convoy points in the Norwegian Sea during the production step
+4	Each time CW receives 5 extra US build points (once per year after 1940)
* A city or port only counts if it is controlled by an active country (e.g. Madrid does not count if Spain is neutral)	

Add up all points at the end 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:

Victory Table	
VPs	Victory level
51+	Decisive victory
26-50	Substantive victory
10-25	Marginal victory
0-9	Draw

At start production:

CW* (PM 0.75) ~ 19 factories (17 in the UK, 2 in Canada), 8 oil (1 in Canada, 1 in British Guiana, 3 off-map, 3 from Venezuela) and 14 other resources (2 in the UK, 5 in Canada, 1 in Brit. Guiana, 1 in Dutch Guiana, 5 off-map)

Germany* (PM 0.75) ~ 25 factories (18 in Germany, 2 in Czechoslovakia, 1 in Belgium, 4 in France), 2 oil (1 in Germany, 1 in Austria) & 18 other resources (7 in Germany, 1 in Czechoslovakia, 1 in Belgium, 6 in France, 1 in the Netherlands, 1 in Norway, 1 from Spain)

USA* (PM 0.5) ~ 40 factories (USA), 20 oil (17 in the USA, 3 from Venezuela) and 24 other resources (USA)

[Note: the trade agreement with Japan, see 5.1, is ignored]

* ~ before modification (see production above).

Players' notes: This campaign will give you a solid introduction to the basics of the strategic combat systems (convoy attacks and strategic bombing). It is very quick for the first half of the game and then becomes more critical as D-Day approaches and both sides need to prepare for the land struggle.

For detailed player notes, please check out the general players notes.

24.2.5 Battle of the Titans ~ The Russian Campaign: May/Jun 1941 ~ Mar/Apr 1945

Designed by Ruediger Rinscheidt (German Design Group)

Battle of the Titans finishes what Barbarossa (see 24.2.2) starts. This campaign covers the entire war in the east.

Players: Germany vs. the Commonwealth, USA & USSR.

First turn: May/Jun 1941

No. of turns: 24

Maps used: Eastern European, but only north of Yugoslavia, Bulgaria, Turkey and Iran, **and excluding Sweden.**

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 is an active major power at war with the CW and must declare war on the USSR on its first impulse.

Entry Markers: There is no US Entry step (apart from the automatic action below) and no rolls for US entry actions.

US Entry options 12, 15, 16 (all bps used), 22, 25 & 28 have already been played. US Entry option 19 is automatically played in the May/Jun 1941 US entry step.

The US enters the war automatically in the first Allied impulse of Nov/Dec 1941.

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

Control: As specified on the map except that:

Germany has conquered Poland (west of the partition line) and is aligned with Rumania;

the USSR has conquered Latvia, Lithuania, Estonia, and Poland (east of the partition line), and the Finnish border lands & Bessarabia are part of the Soviet home country; and

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

Off-map production:

CW ~ 1 build point in 1941 and 1942, 2 build points in 1943 and later.

USA ~ 1 build point in 1941, 2 build points in 1942, 3 build points in 1943 and later.

The CW and USA may each save up to 8 build points off-map (**even if not playing TiF option 31**). **Record your saved build points on the markers track with any spare counter.**

Germany ~ 4 resources in Sweden that must be transported via the Baltic Sea to be useable and 19 factories, 1 oil & **14** other resources off the western map edge.

USSR ~ 8 factories, 6 oil & 12 other resources off the eastern map edge. Furthermore, from Jul/Aug, the USSR may receive up to 5 resources (see US Entry option 19) per turn and from Jan/Feb 1942 5 build points (see US Entry option 30) as well (this is in addition to US and CW production above). However, in both cases they must arrive via Archangel (while not frozen) and/or Murmansk (Soviet player's choice), and only if that port is Soviet controlled. You also need sufficient convoys in the Arctic Ocean to receive these resources (see Transfer pool below). **Finally, and also from Jul/Aug, the USSR gets 1 oil each turn from Iran.**

Foreign sourced aircraft (see 13.6.4) may be lend leased to the USSR when available.

The CW and USA may build lend lease aircraft for the USSR with their own build points. The build time increases by one turn and they arrive as normal Soviet reinforcements (PiF option 46: without a pilot). Germany gets 1 victory point for each aircraft paid and delivered this way.

Special rules (Allies):

Scrap the following Soviet units: all Mongolians and all off-map MIL (**TiF option 54:** and off-map TERR).

The Commonwealth may not declare war on a neutral Finland until the USA is in the war.

Soviet factories can be shipped off-map by rail to the eastern map-edge for 2 rail moves each.

Each **production** step after 1942 the Soviet player **reduces her build points by 1** [Designer's note: to allow a slow build-up on the Pacific front].

The CW and USA may only build **and/or** repair SCS (**CoIF option 7:** ASW, **CVPiF option 45:** carrier planes, **PiF option 46:** pilots), **convoy points and Russian lend lease aircraft.**

Each turn after the Partisan step the Allied player rolls for strategic bombardment over Germany. In the first turn, there is 1 bombing factor, on the second turn there are 2 bombing factors, on the third turn there are 3 bombing factors and so on (24 bombing factors in the last turn). Ignore all asterisk results, weather effects or die roll

modifications. During the summer turns (May/Jun & Jul/Aug) the Allied player rolls two times for strategic bombing. Halve the bombing factors during winter (Nov/Dec & Jan/Feb).

TiF option 53: Siberians may not start on-map. **Instead, the Soviet Res Siberian is placed in the Reserve pool and the 3 Nov/Dec INF reinforcements replaced by the other 3 Siberian armies.**

Special rules (Axis):

Scrap the following German units: HQ-A *Rommel*, HQ-I *Kesselring*, DAK ARM, HG MECH (**DiF option 2:** HG Pz Div., **TiF option 32:** 1 SYNTH), all 3-turn FTRs from 1941 onwards, all off-map MIL and all black print GAR corps.

The total German air missions per impulse (see 10.2) is reduced by one (e.g. 3 air missions, not 4, during a land impulse in 1943).

Germany may align Hungary and Finland during any Declaration of war step (but only one per step, see 9.6).

After 1942 the German player must roll a die at the start of each reinforcement step. On a 1 or 2 HQ-A *Rundstedt* is scrapped.

At the start of the first German impulse of each turn after 1942 one on-map German corps is scrapped. At the start of the first German impulse of each turn after 1943 one on-map German FTR or LND (PiF option 46: and pilot) is also scrapped. If the Soviets *final* (modified) initiative roll (see 6.1) is 4 or more higher than Germany's then they choose the *first* German unit to be scrapped this turn. Otherwise, if the Allies won the initiative this turn, the Soviets choose the *second* German unit (if any) to be scrapped. The German player chooses in all other cases.

In all cases the Soviet player may not scrap a German HQ-I or HQ-A.

Example: In Jan/Feb 1944 Initiative is at 0. Anna rolls a 10 while Heinz rolls a 2. Heinz, fearful of what unit Anna will remove, demands a re-roll. The initiative marker moves to +1 to the Allies. Anna rolls a 7 modified to 8 while Heinz rolls a 4. Anna says the Axis move first and at the start of Heinz's impulse Anna scraps the I SS Panzer corps. Heinz then scraps an obsolete Bf-109E1, sighs and thinks happy new year.

Special rules (both):

Germany may trace railway supply paths off the western edge of the map and the USSR may trace supply paths off the eastern edge.

TiF option 30: You may **save oil resources off-map and use them** if paying for oil.

Option 35: Off-map units are always in supply and when being reorganised (see 13.5) are never isolated.

Transfer Pool: The transfer pool represents naval conflict in off-map theatres. Use the Arctic Ocean sea area to represent the transfer pool (this sea area is an abstraction of the northern convoy routes). The normal sea area of Arctic Ocean is not in use!

The Allies need 2 convoy points in the transfer pool to transport 1 resource or build point to a Soviet controlled port.

US and CW naval units not in the transfer pool (or arriving as reinforcements) are placed off-map. Axis naval units arriving as reinforcements may be placed off-map or in ports in the German home country.

To enter the transfer pool, all naval units must spend two movement points and two range to reach the 0 section of the sea-box (even Russian naval units). All aircraft must spend 2 additional movement points to reach the 0 section of the sea-box (and vice versa). An aborting (or returning to base) naval unit in the transfer pool must sail off-map (except the USSR which must use Murmansk or Archangel instead).

You cannot move units from the transfer pool to the Baltic Sea or vice versa. Exception: During set-up Germany may transfer the German sub from its Baltic Sea port to off-map. If so the USSR receives 1 extra victory point.

Victory conditions:

The following cities, ports and factories and events are worth victory points when you control or trigger them.

Victory points (cumulative)	
VPs	Cities, ports and factories controlled
1	Budapest, Bucharest, Helsinki, Kiev, Kuybyshev, Leningrad, Moscow, Stalingrad, Vienna & Warsaw
+1	Each red factory
+1	Each printed resource (option 33: even if destroyed)
Germany only	
+2	Each turn after 1941 that there are 0 Allied convoy points in the transfer pool during the production step
+1	Each lend lease aircraft delivered to the USSR
USSR only	
+1	The German sets up its Baltic Sea sub off-map
+1	Each turn after 1941 that there are 0 Axis convoy points in the Baltic Sea during the production step

Example: Moscow is 2 vps (one for being an objective +1 for its red factory).

In the victory step of each Sep/Oct turn, Germany adds up the victory points for all the above cities, ports and objectives under its control.

In the victory step of each Mar/Apr turn the Soviet player does the same for all the above cities, ports and objectives under its control.

These points are accumulated throughout the game. At the end of the game each player adds up their totals. The player with the higher total subtracts their opponent's total and compares it to the following table to gauge the level of victory:

Victory Table	
VPs	Victory level
51+	Decisive victory
26-50	Substantive victory
10-25	Marginal victory
0-9	Draw

At start production:

CW (PM 0) ~ 0 factories, oil and other resources, 1 bp off-map

USA (PM 0) ~ 0 factories, oil and other resources, 1 bp off-map

Germany (PM 1) ~ 24 factories (1 in Germany, 1 in Austria, 1 in Czechoslovakia, 1 in Rumania, 1 in Poland, 19 off-map), 4 oil (3 in Rumania, 1 off-map) and 22 other resources (1 in Germany, 2 in Poland, 1 from Hungary, 14 off-map, 4 from Sweden)

USSR (PM 0.75) ~ 31 factories (16 in the USSR, 7 in Ukraine, 8 off-map), 10 oil (4 in the USSR, 6 off-map) and 20 other resources (5 in the USSR, 3 in Ukraine, 12 off-map)

Players' notes: If you have only a little time or lack the space to play a full campaign, then this campaign may be the right one for you.

We present this campaign to supply a full campaign that can be played in few days without using up a lot of space. It is also the ideal method to hone your skills on the Great War in Eastern Europe – usually the most decisive action in **World in Flames**. Many games of **World in Flames** have all other action relegated to secondary importance because of decisive action in the USSR. Master the Eastern Front and you have a leg up on your opponents!

This campaign concentrates on the land and air war, and can be played without many of the most complex rules; however, it also demonstrates the importance of the Battle of the Atlantic on the Eastern Front, and players must play well both strategically and operationally. Both players get a chance to attack and defend and skill is required in all facets of the campaign. Finally, it is an outstanding campaign to test out key optional rules to determine if you find them appealing.

Please read the notes for the Barbarossa (see 24.2.2) and Lebensraum (see 24.4.2) campaigns for some general advice.



24.3 Two 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 France, the Commonwealth, the USA & the USSR

First turn: Sep/Oct 1939

No. of turns: 35

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

Set Up: to assist you in the set-up of naval units, on the top left of the back of available CV, BB, CA and CLs is a letter(s) or number stating where that unit is to be set up; see 24.4.7.

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

Last weather modifier: None. 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 Jul/Aug 1939.

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

No major power may align or declare war on Iran or Saudi Arabia.

Entry Markers: Only the Ge/It pools are in play. All markers in the Ge/It pools count at double value (instead of x1.5).

The USA starts with 2 entry markers in the Ge/It entry pool.

Before Jan/Feb 1942, the USA may not pick an entry marker in a US entry step if it picked a marker in the previous turn's US entry step. From that turn on, the US may pick one marker per turn.

You may choose a Ge or undesignated entry option if you have sufficient markers in the Ge/It pool only (e.g. you could close the Panama Canal if you had markers totaling at least 17 (doubled to 34) in the Ge/It entry pool).

Reserves: No major power has called out their reserves.

Control: As specified on the map except that Mosul is the capital of Iraq.

Production:

During the production step, the US halves all her build points (including those given to her in trade agreements, see 5.1).

Example: in the first turn the USA has 39 resources going to 40 factories (see At start production below) providing 39 production points x the US PM of $0.25 \times 1/2 + 0.5$ from Italy = 5 build points (5.375 rounded to nearest whole number).

Off-map production:

USSR ~ 7 factories, 6 oil & 11 other resources off the eastern map edge. From Jul/Aug 1941, Soviet off-map oil increases by 1 (Iranian).

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 4 other resources. They still need to be transported to a factory to be used (see 13.6.1).

The CW may instead transport them through the Cape Basin sea area to the United Kingdom but in that case only gets 1 resource point for every 3 convoy points in the transfer pool.

Example: The Commonwealth has 6 cps in the transfer pool. She also has 2 cps in the Cape Basin, Gulf of Guinea, Cape Verde Basin, Cape St. Vincent and Bay of Biscay sea areas. 2 off-map oil may be used in Commonwealth production this turn.

Finally, if not playing with the African map (**AfA option 1**) there are an additional 2 non-oil resources available via either the Elizabethville to Nova Lisboa rail or Port Franqui to Leopoldville rail (these are their 2 African resources on the Asian map).

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:

In the first impulse of Sep/Oct 1939:

- Germany must declare war (see 9) on Poland,
- Poland must align (see 19.2) with the Commonwealth,
- no major power may make any other declaration of war, and
- Germany may choose any action (see 10.) **as if already active.**

France and the Commonwealth must declare war on Germany in their first impulse of Sep/Oct 1939. No major power may make any other declarations of war that impulse.

Australian, Indian and New Zealand MIL and 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.

Scrap the I & III US MAR corps.

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

CW and USA activity limits (see 10.2) 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 (and all surrounding ports) 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 move into the pool, they must reach either the Red Sea or the Cape Basin sea areas with a spare range and movement point left. You can then move them into the Mozambique Channel and place them in a sea box section they can reach (see 11.4.2). If they have the movement points remaining they can continue moving into any port you control in the Mozambique Channel.

They leave the pool by moving from port into the Mozambique sea area and then spending a second movement and range point to enter either the Red Sea or the Cape Basin sea areas. They may then continue moving into other sea areas (if they have the movement allowance and range). They may also return to base (see 13.4) from the Mozambique Channel as if it were adjacent to the Red Sea or Cape Basin.

While in the transfer pool, these units follow all normal rules about sea-areas (e.g. they must return to base if 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 combat 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:

Japanese raid table	
Die roll	Raiders
<6	No raid this turn
6	CA Tone in '4' section
7	As per 6 + BB Kongo & CA Mogami in '4' section
8	as per 7 + CV Zuikaku in '4' section
9	as per 8 + CV Shokaku in '4' and G4M1 & A6M2 in '3' section
10	as per 9 + Soryu & Hiryu in '4' and Akagi, Ryujo & Hiei in '3' section
11+	Commonwealth loses a victory point
Die roll modifiers (all cumulative): 1943: -1, 1944: -2, 1945: -3 and <5 convoy points in the transfer pool's sea box: +4	

CVPiF option 45: The Axis player must randomly draw a carrier plane for each Japanese CV from the largest that can fit onto it (e.g. when choosing a CVP for the CV *Zuikaku*, randomly choose from (current) class 4 CVPs). Carrier planes that are 4 or more years old may 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).

At start production:

CW (PM 0.5) ~ 22 factories (17 in the UK, 2 in Canada, 3 off-map), 8 oil (1 in Canada, 1 in British Guiana, 3 off-map, 3 from Venezuela) and 19 other resources (2 in the UK, 5 in Canada, 1 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 7 off-map, 2 off-map*)

* ~ available via either the Elizabethville to Nova Lisboa rail or Port Franqui to Leopoldville rail

France (PM 0.5) ~ 14 factories (France), 1 oil (from Iraq) and 9 other resources (6 in France, 1 in Algeria, 1 in Senegal, 1 off-map)

Germany (PM 0.75) ~ 23 factories (19 in Germany, 1 in Austria, 3 in Czechoslovakia), 6 oil (1 in Germany, 1 in Austria, 2 from Rumania, 2 from USSR) and 19 other resources (8 in Germany, 1 in Czechoslovakia, 1 from Hungary, 3 from Sweden, 1 from Turkey, 5 from USSR), -2 bp to USSR

Italy (PM 0.75) ~ 11 factories (Italy), 2 oil (1 from Rumania, 1 from USA) and 6 other resources (3 in Italy, 1 in Sardinia, 2 from USA), -1 bp to USA

USA* (PM 0.25) ~ 40 factories (USA), 19 oil (17 in the USA, 3 from Venezuela, -1 to Italy) and 22 other resources (24 in the USA, -2 to Italy), +1 bp from Italy

[Note: the trade agreement with Japan, see 5.1, is ignored]

* ~ before modification (see production above).

USSR (PM 0.25) ~ 30 factories (16 in the USSR, 7 in Ukraine, 7 off-map), 8 oil (4 in the USSR, 6 off-map, -2 to Germany) and 14 other resources (5 in the USSR, 3 in Ukraine, 11 off-map, -5 to Germany), +2 bp from Germany.

Players' notes: Many of the notes included in the *Global War* campaign (see 24.4.7) also apply to this campaign. The additional notes below pertain specifically to the two-map nature of this campaign.

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 campaign, 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 Day of Infamy campaign), 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 2 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 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 southeast Asia.

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

First turn: Nov/Dec 1941

No. of turns: 23

Maps used: Asia, Pacific and the Americas mini-map

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 March/April 1941. The Commonwealth, the USSR and Free France are active major powers and the CW and Free France are at war with Vichy.

The USA is at war with all Axis major powers when it goes to war with Japan.

Vichy collapses during the conquest step of the Nov/Dec 1942 turn and all remaining Vichy territories and units immediately become free French.

Entry Markers: Only the Ja pools are in play. All markers in the Ja pools count at double value (rather than x1.5).

The USA starts with 8 entry markers in the Ja entry pool and 6 markers in the Ja tension pool.

The USA may only pick 1 entry marker in each turn's entry step (not 2 in 1942 onwards as in the 4 map campaigns).

You may choose a Ja or undesignated entry option if you have sufficient markers in the Ja entry pool (e.g. you could close the

Panama Canal (US entry option 33) if you had markers totaling at least 17 (doubled to 34) in the Ja entry pool).

US entry options 1, 4, 9, 12, 13, 22, 23, 24, 25, 26, 28 & 31 have already been chosen. US entry actions 1, 2, 3 & 6 have also been chosen.

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

Japan may only declare war on the USSR when it has a 1:1 garrison ratio (see 9.2) on the Russian border.

The USSR may declare war on Japan during any declaration of war step in 1945 provided it has a garrison ratio of at least 1:1 against Japan.

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

Control: As specified on the map except that:

the Commonwealth has conquered Eritrea, Ethiopia and Italian Somaliland and is aligned with Belgium & the Netherlands;

Communist China controls Lan Chow and Sian;

Free France is aligned with the Marquesas Is (M1509), French Polynesia and all French territories on the Pacific map;

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

Vichy is aligned with all other French minor countries and territories; the NEI is the Netherlands' home country, the Belgian Congo is the Belgian home country & French Guiana is the Free French home country; and

the USSR has conquered Iran.

Production:

During the production step, the US halves all her build points (including those given to her in trade agreements, see 5.1).

Example: in the first turn (assuming no declaration of war) the USA has 40 resources going to 40 factories (see At start production below) providing 40 production points \times the US PM of $0.75 \times 1/2 = 15$ build points.

USA ~ The USA may 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.

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 map.

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):

Japan declares war on the USSR	
Year	Additional reinforcement
1941	2 INF, 1 CAV, 1 2-turn FTR (PiF option 46: +1 pilot)
1942	As above and 1 MECH, 1 MOT, 1 3-turn LND (PiF option 46: +1 pilot)
1943 or later	As above and 1 ARM & 3 INF

Special Rules:

Scrap all British land and aircraft units dated 1940 and later (**CVPiF option 45:** except carrier planes) and those designated 'Res';

Scrap all Canadian units.

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.

TiF option 30: Canada is the Commonwealth home country when determining if its oil comes from inside or outside its home country (see 10.3).

Scrap the USA XVIII & XL PARA corps.

Scrap all French units (**TiF option 54:** except American, Asian & Pacific map TERR).

Scrap all Netherlands and Belgian units apart from those set up.

USSR activity limits (see 10.2) are halved. Commonwealth and USA activity limits are halved after they are at war with Japan.

Allied units are in supply if they can trace a supply path to the Red Sea or Mozambique Channel sea area.

Japan (rather than Germany) may align Argentina, Chile and/or Paraguay if the condition in 19.7 is satisfied.

Transfer Pool: The transfer pool represents naval conflict in off-map theatres. Use Europe's Eastern Mediterranean sea area (and all surrounding ports) to represent the transfer pool (this sea area is an abstraction of several European map sea areas).

British naval (**CVPiF option 45:** and carrier plane) reinforcements arriving on-map, other than cps, are placed in 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 a 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 remaining.

At the end of the first reinforcement stage of each year, total the build points (both cycle costs) for all Commonwealth naval units (**CVPiF option 45:** and carrier planes **PiF option 46:** including pilots) on the map.

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 may move half (or less) that number of build points worth of naval units (**CVPiF option 45:** and carrier planes **PiF option 46:** including pilots) 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, the CW 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 (even if out of supply).

CW naval units in transfer pool	
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 cost 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 (68×0.3). 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.

The CW must determine its naval losses on European theatres each turn after Jul/Aug 1939. Roll 1 die at the start of the Production step and compare the modified die roll with the following table:

Transfer pool losses		
Die roll	WiF	SiF
1 or less	2X, 4D	4X, 7D

2	2X, 3D	3X, 6D
3	1X, 2D	2X, 5D
4	1X, 1D	2X, 3D
5	2D	1X, 2D
6-8	1D	2D
9+	No effect	No effect
Die roll modifiers (all cumulative): <ul style="list-style-type: none"> • -1 if no BBs in the transfer pool; • -2 if no CVs in the transfer pool; • +2 in 1939 & 1943; • +1 in 1940 & 1942; • +3 in 1944; and • +4 in 1945. 		

The result is the number of naval units in the transfer pool that must suffer losses (see 11.5.8). Ignore all abort results.

If there is a result, both the CW and Japan roll another die. For each 3 higher that the Japanese player rolls above the CW, the Japanese player at any time while allocating losses, may choose 1 target to suffer a result. All other targets are chosen by the CW.

Example: In 1941 playing SiF option 5 the CW rolls a 3 for transfer pool losses. As the CW has both CVs and BBs in the transfer pool the result is 2X & 5D. Both the CW and Japanese player roll another die. Jeremy rolls a 1 and Kasigi rolls a 9. Kasigi decides to choose the two targets for the X results. Jeremy then chooses the 5 D results.

At start production:

China (PM 0.75) ~ 8 factories, 0 oil, 7 other resources (all in China)

CW (PM 1) ~ 5 factories (1 in Australia, 2 in Canada, 2 in India), 10 oil (1 in Canada, 1 in British Guiana, 1 in Burma, 4 in the NEI, 3 from Venezuela) and 19 other resources (3 in Australia, 5 in Canada, 1 in British Guiana, 4 in India, 1 in South Africa, 2 in Malaya, 1 in the Belgian Congo, 1 in N. Rhodesia, 1 in Dutch Guiana)

Free France (PM 1) ~ 0 factories, 0 oil and 1 other resource (New Caledonia)

Japan (PM 1) ~ 19 factories (14 in Japan, 2 in China, 1 in Korea, 2 in Manchuria), 0 oil & 11 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 3 in China, 1 in Hainan, 1 in Indo-China)

USA* (PM 0.75) ~ 40 factories (USA), 20 oil (17 in the USA, 3 from Venezuela) and 25 other resources (24 in the USA, 1 in Philippines)

* ~ before modification (see production above).

USSR (PM 0.75) ~ 8 factories (USSR), 9 oil (6 in the USSR, 3 in Iran) and 12 other resources (USSR)

Players' notes: See the notes to the *Global War* (24.4.7) campaign game. Some additional notes below pertain to the 2 map nature of this campaign.

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 allow 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 campaign 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 defence 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 2 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 HQ. 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 campaign 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 overdo 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.

24.3.3 Mare Nostrum ~ The Duce's Dream: Jul/Aug 1940 ~ May/Jun 1944

Designed by Ruediger Rinscheidt (German Design Group)

This campaign is a tough challenge for players at all levels. The victory conditions are balanced so that each victory point is crucial

and any mistake can lead to defeat.

This campaign concentrates on the titanic struggle for control of the Mediterranean, North Africa and the Battle of the Atlantic. It's fast play as there are few land and aircraft units during the first half of the campaign. The playing time is 30 - 40 hours. Because of its play balance, challenging strategic options, fast pace, and time required, Duce's Dream makes an excellent long weekend tournament game.

Players: Germany, Italy & Vichy vs the Commonwealth, Free France & the USA

First turn: Jul/Aug, 1940

No. of turns: 24

Maps used: The American mini-map and both European maps, but without Ireland, Sweden, Finland, Denmark, Norway, USSR, Poland, Rumania, Turkey, Baltic States, Netherlands, Belgium, Switzerland & Germany.

Initiative: Axis +1 box. The Axis start with the initiative on the first turn.

Last weather modifier: None

War status: The CW and Free France are at war with Germany and Italy. Vichy and the USA are neutral.

No major power may align or declare war on Iran or Saudi Arabia.

Entry Markers: There is no US Entry step (apart from the automatic actions below) and no rolls for US entry actions.

US Entry options 15 & 22 are already played and the following US entry options are played automatically on:

US Entry Options	
Turn	Option
Sep/Oct 40	12 (Selective Service Act) 16 (Gift of destroyers to CW)
Nov/Dec 40	25 (Repair western Allies ships)
Mar/Apr 41	11 (US East Coast escorts) 27 (LL to western Allies)
May/Jun 41	7 (Occupy Greenland & Iceland), if not Axis 28 (Truman committee formed)
Sep/Oct 41	29 (US North Atlantic escorts)

The US enters the war in the first Allied impulse of Nov/Dec 1941 and is then at war with all Axis major powers (even off-map Japan allowing the US alignment of Brazil and Mexico, see 19.8).

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

Control: As specified on the map except that:

the Commonwealth is aligned with the Netherlands, Belgium, Faroe Is, Greenland and Iceland;

Free France is aligned with French Equatorial Africa;

Vichy controls Vichy France and is aligned with all countries and territories aligned with France in 1939 except French Equatorial Africa;

Germany has conquered France (North of the Vichy border);

Belgian Congo is the Belgian home country, the UK is the Netherlands' home country & Mid. Congo is Free France's home country;

Mosul is the capital of Iraq; and

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

Production:

The production multiple of the US is 0.50 while neutral, 1.00 while active, +0.25 in 1942 and +0.25 (cumulative) in 1943 and later.

During the production step, the US halves all her build points (including those given to her in trade agreements, see 5.1).

Example: in the first turn the USA has 40 resources going to 40 factories (see At start production below) providing 40 production

points x the US PM of $0.5 \times 1/2 = 10$ build points.

The Commonwealth has 1 extra resource point (to a maximum of 3 oil and 5 other resources) for each 2 Allied convoy points in the Red Sea sea area or 3 cps in the Cape Basin sea area. These resources still need to be then transported to a factory to be used (see 13.6.1).

At the start of any production step after 1940, the Allied player may announce that, for that turn the CW is receiving 5 extra build points from the USA. After that, Germany receives 4 extra victory points for each announcement. You can only make this announcement once per year.

Italy has 1 oil and 1 resource available via the German-Italian border.

Special rules (Allies):

Scrap the following CW units: HQ-I *Gort*; all MIL, (**option 54:** all TERR from the Asian and Pacific maps), all Canadian non-naval units; all Australian units except divisions, MOT & MECH corps; all **non-naval** New Zealand units except divisions and MOT corps; and all Indian units except PARA, (**option 2:** DIVs), MOT & MECH corps.

Scrap the following US units: I & III US MAR corps, all HQ-I, (**SiF option 58:** all SSQ) and all MIL.

Scrap all Free French units apart from: all convoy points, HQ-A *De Gaulle*, 1 MTN corps, (**DiF option 2:** 1 ARM & 1 MTN DIV, **TiF option 54:** all TERR, **TiF option 55:** all CBV) and 1 TRS.

Commonwealth and USA activity limits (see 10.2) are halved after 1941.

Australian, Indian and New Zealand units arrive in either Suez or any port in South Africa (Commonwealth's choice). If both are Axis controlled, the units remain on the production circle until one of those locations is again Allied controlled.

The Allies may not invade (or paratroop) any hex in France north of the Vichy Border.

During the production step of each turn the Allies may scrap one of their on-map CVs (**CVPiF option 45:** including its CVP, **PiF option 46:** and pilot). They gain one victory point for each removal.

The Allies may trace supply off-map via the Red Sea or Cape Basin sea areas if there is a convoy point in that sea area. Naval units may move between these 2 sea areas by spending 2 movement points and 2 range.

Special rules (Axis):

Scrap the following German units: all ARM corps except GD & DAK, all MECH corps except HG, XL & LVIII; all HQs except *Von Leeb*, *Rommel & Kesselring*; all CAV and SS corps (except SS MTN & SS CAV); all other white print MTN corps, (**DiF option 2:** SS ENG, **TiF option 3:** all flak & AA except the 88 mm, all SPG and the RG, **option 8:** all tank-busters; **TiF option 32:** 2 SYNTH, German choice); all 3-turn fighters from 1941 or later; all 4-turn LND and NAV; all MIL and all GAR.

Vichy at-start force pool: **TiF option 54:** all Vichy TERR.

The total number of German air missions per impulse (see 10.2) is halved after Mar/Apr 1941.

German aircraft may arrive in France, Austria or Czechoslovakia. German naval units arrive in French ports adjacent to the North Sea sea area. German land units arrive in Vienna or Prague (Germany's choice). If Allied controlled, these units remain on the production circle until Axis controlled again.

Germany may align Hungary or Bulgaria during any Declaration of war step (see 9.6). If Germany aligns Hungary and/or Bulgaria, the Allied player receives 1 victory point per turn for each one aligned until the end of Mar/Apr 1941. German units may establish a supply line through these countries even while neutral.

Germany starts with some units in Hungary and Bulgaria. The Axis player may only move these units in that minor while it is aligned. Other German units may enter (or move within) Hungary, Rumania or Bulgaria at any time without an alignment of these minor countries.

The Axis player may move German units through Germany during

the Rail Movement step. Axis units may use German cities for supply purposes only.

There are no partisans in France.

During each turn the Axis player may scrap one German aircraft or corps (**options 2 & 3:** or two divisions and/or guns). The Axis player gains one victory point for each such scrapping.

If the Allies declare war on Portugal the Axis player gets one victory point per turn until the end of 1942.

Victory conditions:

Victory Points (cumulative)	
VPs	Cities and ports controlled *
3	Athens, Rome
2	Belgrade, Cairo, Gibraltar, Jerusalem, Madrid, Marseilles, Mosul , Suez, Tripoli
1	Alexandria, Algiers, Barcelona, Bardia, Beirut, Benghazi, Budapest, Cape Town, Cartagena, Dakar, Damascus, Damietta, E0114, Genoa, Homs, La Spezia, Malta, Milan, Naples, Oran, Port Said, Rabat, Taranto, Tobruk, Toulon, Trieste, Tunis, Vienna, W0230
Special VPs (Allies)	
+1	Per turn for each of Bulgaria and/or Hungary aligned until the end of Mar/Apr 1941
+1	Each Allied CV scrapped (CVPiF option 45: including its CVP, PiF option 46: and pilot)
Special VPs (Axis)	
+1	Per turn from the turn the Allies declare war on Portugal until the end of 1942
+1	Each German aircraft or corps (options 2 & 3: or two divisions and/or guns) scrapped (max. once per turn)
+4	Each time CW receives 5 extra US build points (once per year after 1940)
* A city or port only counts if it is controlled by an active country (e.g. Madrid does not count if Spain is neutral nor Budapest before Hungary is aligned)	

During the Victory check step (see 13.9) of each Nov/Dec turn the Axis side adds up their vps from ports and cities. During the Victory check step of each May/Jun turn the Allied side adds up their vps from ports and cities. Keep track of these as they accumulate during the game.

At the end of the game both sides add up all their points and the player with the higher total subtracts their opponent's total and compares it to the following table to gauge the level of victory:

Victory Table	
VPs	Victory level
31+	Decisive victory
16-30	Substantive victory
6-15	Marginal victory
0-5	Draw

At start production:

CW (PM 0.75) ~ 19 factories (17 in the UK, 2 in Canada), 8 oil (1 in Canada, 1 in Brit. Guiana, 3 off-map, 3 from Venezuela) and 16 other resources (2 in the UK, 5 in Canada, 1 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 1 Dutch Guiana, 5 off-map)

Free France (PM 0.75) ~ 0 factories, oil and other resources

Germany (PM 0.75) ~ 7 factories (1 in Austria, 3 in France, 3 in Czechoslovakia), 2 oil (1 in Austria, 1 from Iraq), & 8 other resources (1 in Czechoslovakia, 1 from Hungary, 5 in France, 1 from Spain)

Italy (PM 0.75) ~ 11 factories (11 in Italy), 1 oil (off-map) and 5 other resources (3 in Italy, 1 in Sardinia, 1 off-map)

USA* (PM 0.5) ~ 40 factories (USA), 20 oil (17 in the USA, 3 from Venezuela) and 24 other resources (USA)

[Note: the trade agreement with Japan, see 5.1, is ignored]

* ~ before modification (see production above).

Vichy (PM 0.75) ~ 5 factories (France), 0 oil and 3 other resources (1 in France, 1 in Algeria, 1 in Senegal)

Player's Notes: by *Ruediger Rinscheidt and Bruce Jurin*

Italy: Dear Duce, this is your show! It's your dream scenario in the true sense of the word. At first all Axis players should read the notes to the Lebensraum (24.4.2) and Global War (see 24.4.7) campaigns for some general advice.

Now, some special tactics: You should start with the conquest of Greece as soon as possible, before the CW can produce enough land units to stop you. Remember that Athens counts for 3 victory points! Immediately build all NAV and SUB and another TRS (no AMPH) plus some CONV. After that, you are well prepared for a North-African campaign. With the German D.A.K. and the HQ Rommel plus some aircraft you can attack Egypt in the summer 1941.

You have two major problems: an open supply line and few TRS. Be cautious! If the Royal Navy catches your TRS early, your position can become hopeless. The most important units in this campaign are the long-range NAV and FTR. You need them for the control of the Mediterranean sea areas. Don't forget the sub war. Each Axis SUB in the Atlantic stands for two Allied SCS less in the Mediterranean. Always demand German lend-lease. Or are you not interested in a MAR? The MAR is a critical unit, a fact not lost on your German partner.

Germany: You have to make a decision. Should you be the slave of the Duce or the master of the Axis? You have limited production capabilities which necessitates a well-planned build strategy. If you grant substantial resources and Lend Lease to the Duce, build all 3-turn FTR as soon as possible plus some NAV. You don't have the production capacity to build more in the first two years. If you want to build a strong German presence, consider one or two LND plus some 2-turn FTR. You need a MAR and many divisions to make SCS invasions to conquer Egypt. Cyprus, Malta, Palestine and Syria are other important targets. You have only 10 turns to conquer the Near East, before the USA enters the war. Be quick!

However, you have two more problems: You must decide how to handle Yugoslavia and Vichy. If the CW attacks Portugal in 1940, you should align Hungary and Bulgaria immediately. Then run through Yugoslavia to help the Italians in Greece as soon as possible. Otherwise you should wait until Mar/Apr 1941, because an early alignment of your minors is very bad for your victory point total.

Vichy creates greater problems. You need some land units (including an HQ) in reserve if the Allies attack a Vichy controlled territory. They serve to reinforce Algeria, Tunisia, (perhaps Morocco, also) from easy conquest by the US. Building ahead the Kesselring HQ may seem very expensive, but it is absolutely necessary. Although the Vichy French territories can be more easily guarded if Vichy is collapsed, the cost of handing the French navy (and its valuable convoy points) to the Allies is ruinous.

Finally, the most important advice: SUBs remain the most efficient weapon against the Allies. They are **cheap to build** and very effective against the Royal Navy. Until the US enters the war Mussolini will have more SCS in the Mediterranean than the CW, because Churchill will have little to spare from convoy defence. Admiral Doenitz is your greatest weapon and you can always make one Combined impulse per turn without problems. For a final victory you need a large sub fleet.

USA: During the first two years you are a 'weapon factory'. You need a very good production plan. Don't build new naval units except CONV, TRS or AMPH. Build special units like PARA and their ATR's. Also build or break down into divisions since they can make SCS invasions. Before I forget: build CONV, TRS & AMPH! Some long-range LND and FTR are good for everything. And very important: build CONV, TRS & AMPH - oops, I said this already.

Remember your history lessons! Like your real war counterparts, your

first goal should be the conquest of North-West Africa. In particular, Tunisia is very useful for providing air bases necessary for an invasion of Sicily. If you start operation 'Torch' you should do it right. Invade Morocco with INF, use your paratroops (Gibraltar should help) to attack Algeria and with some divisions you can invade Tunisia and Algeria as well. To attack all three minor countries in the same impulse - is it impossible? Well, it's not easy, but enough offensive points would be a great help.

One last piece of advice: You need as much aircraft as you can get throughout the campaign. The liberation of all of Africa is easy in comparison with the conquest of Italy. You don't need many land units if you have sufficient long-range aircraft. Build them.

Commonwealth: I hope you are a very good player. Regardless, you probably need a dose of good luck! You have a hard time since you have a number of unsolved problems. You have only few land units to protect Egypt, Gibraltar, Malta, Cyprus, Palestine and Greece. The Royal Air Force is decimated and the Royal Navy has seen better days, too. But don't despair! You have enough resources and factories to build up your forces quickly. Getting the butter and guns home will be your first goal.

Secure your convoy lines with two killer stacks (SCS, CV, NAV) per important sea area. You should have at least 11 ASW per stack in the first two sea sections if possible. Don't sail in higher sections! If you need more detailed advice about CW naval tactics please read the overview about Mediterranean operations in the WiF Annual 1998 from Bruce Jurin. His article is more than excellent and highly recommended.

For the first year of war you should build cheap land units, 3-turn FTR and CONV. Repairing some ships is also a good idea. If you can afford it, build strategic bombers. France has three red factories in short range and Germany only few FTR. Destroy these factories and the German production is halved. After that, build all naval units from the Construction pool and some TRS and AMPH. However, the defence of the Near East is critical. If you lose Egypt, the Axis will win the game. Attack the Italians before the first German land and air units arrive in North-Africa. You have naval superiority in 1940, so conquer Tobruk, Bardia and Benghazi as soon as possible. It's not easy, but very helpful.

If you invade Portugal in 1940, you get a nice resource and Lisbon has a great major port. On the other hand Germany will align Hungary and Bulgaria immediately. With the extra German land units there, Yugoslavia and Greece will go to the dogs very quickly. It is a race against time. Reinforcing the Mediterranean with your short-range aircraft is very easy (use Lisbon/Gibraltar/Malta as air bases), but the early loss of the Balkans could be the end of all your forces in Egypt, too. Be cautious!

Concentrate your forces. Dakar or Mosul are nice victory cities, but not the key for victory. Malta, Crete, the Near East and even Cyprus are important territories, not the hinterland. Defend these areas as hard as possible until the US enters the war. Then you can plan the conquest of Northwest Africa (see also the notes for the USA) or other locations.

A successful invasion of Italy is very difficult. You will probably see plenty of Axis land units there, more than in history. Why? You forgot to build strategic bombers. Yes, this isn't a joke! A strategic bombing campaign against Italy is very important. Malta (for your FTR) and Crete (for your LND) are great air bases for it. Perhaps you can conquer Sardinia very early, another large 'carrier vessel'. However, you need a lot of planes and enough offensive points, before you can invade Italy in strength. Air superiority over Sicily or in the adjacent sea area is absolutely necessary.

Note: These are a few of my insights for the major powers involved. I could write many more pages, because it's a very exciting campaign. I hope you will play the game often and write in your favourite strategies.

24.3.4 Rising Sun ~ Tojo's war: Jul/Aug 1937 ~ Jul/Aug

1945

Designed by Ruediger Rinscheidt (German Design Group)

This campaign starts with the Japanese assault on China during the summer of 1937. Now, you have the chance to play the whole Pacific war in one great campaign. Will you perform better than your historic counterparts? Both sides have to solve new problems and to develop new strategies. It's up to you.

Players: Japan & Vichy vs. China, the Commonwealth, Free France, USSR & the USA.

First turn: Jul/Aug 1937

No. of turns: 49

Maps used: Asia, Pacific and the Americas mini-map.

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

Last weather modifier: None

War status: All major powers are neutral. Japan must declare war on China on its first impulse and may never declare war on the Netherlands, France, Free France or Vichy.

No Allied major power may declare war on a minor country.

The USA is at war with all Axis major powers when it goes to war with Japan.

France and the Commonwealth become active major powers after Jul/Aug 1939 (if not already at war with Japan). All available RES units arrive as reinforcements next turn if not already called out.

Vichy and Free France become active major powers after May/Jun 1940. Vichy collapses during the conquest step of the Nov/Dec 1942 turn and all remaining Vichy territories and units immediately become Free French.

The USSR becomes active in May/Jun 1941 (if not already at war with Japan). Set-up all available RES MIL units in their cities. Set-up all non-GE reserves in Iran if not already called out.

Entry Markers: The 1939 entry markers are available from the start of the campaign but only the Ja pools are in play. All markers in the Ja pools count double value (rather than x 1.5). The US starts the campaign with zero entry markers and no entry options chosen.

You may choose a Ja or undesignated entry option if you have sufficient markers in the Ja entry pool (e.g. you could close the Panama Canal (US entry option 33) if you had markers totalling at least 17 (doubled to 34) in the Ja entry pool).

The USA may not pick entry markers before 1940. From 1940 to 1941 the US picks one regular entry marker in the US entry step each Jan/Feb, May/Jun and Sep/Oct turn. They pick one entry marker every turn after 1941.

US entry actions are rolled for normally except for US entry action 10, Japanese occupies Chinese city (see 13.3.3), which only costs 2 in 1937 and 1938.

Entry markers are not used along the Japanese/Russian border. Japan may only declare war on the USSR when it has a 1:1 garrison ratio (see 9.2) on the Russian border. The USSR may declare war on Japan after Nov/Dec 1944 if it has a 1:1 garrison ratio against Japan.

Reserves: No major power has called out their reserves.

Control: As specified on the map except that:

The Commonwealth conquers Ethiopia, Eritrea and Italian Somaliland in the Mar/Apr 1940 peace step (see 13.7);

The Netherlands and Belgium may only align with the CW and if still neutral, they both align with her in Japan's first declaration of war step (see 9) in the May/Jun 1940 turn. Set up their units as specified in the campaign setup (see 30);

The Netherlands and Belgium are incompletely conquered in the May/Jun 1940 peace step and must choose a new home country (Dutch Guiana or the NEI for the Netherlands and Belgian Congo for Belgium);

China controls all hexes in China, Nationalist China is aligned with

Hainan, and Communist China controls Sian and Lanchow;

When established, Free France is aligned with the Marquesas Is (M1509), French Polynesia and all French territories on the Pacific map, while Vichy is aligned with all other French minor countries and territories, but in all cases only if they are still French controlled; and The USSR completely conquers Iran in the Jul/Aug 1941 peace step.

Note that in all these cases, control on a particular date only occurs if that minor country or territory is not already controlled by or at war with Japan (e.g. if Japan controls Iran in May/Jun 1941, it doesn't then change control to the USSR).

Production:

Japan has a production multiple of 0.5 until the end of 1938.

China has a production multiple of 0.5 until the end of 1939.

The US has a production multiple of 0.1 until the end of 1938.

During the production step, the US halves all her build points (including those given to her in trade agreements, see 5.1).

Example: in the first turn the USA has 40 resources going to 40 factories (see At start production below) providing 40 production points x the US PM of $0.1 \times 1/2 + 0.5$ from Japan = 3 build points (2.5 rounded up).

The Commonwealth gains 1 extra production point for each resource transported to the Mozambique Channel or the Arabian Sea. The CW also has 1 off-map oil resource. You may use it for +1 production point (**option 30**: instead of paying for oil). The CW may not use any printed resources or factories on the American map. The CW has a production multiple of **0.25 until the end of 1938**.

The USSR has no production until it joins the war against Japan. From then on, it only has the production available on the map. The USSR may not lend or receive resources or build points during the game.

Allies ~ At the start of any production step, the US player may 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.

If Japan declares war on the USSR, the USSR receives the following units as reinforcements during the Reinforcement Segment following the declaration of war (depending on the year of the declaration of war):

Japan declares war on the USSR	
Year	Additional reinforcement
1941 or earlier	2 INF, 1 CAV, 1 2-turn FTR (PiF option 46 : +1 pilot)
1942	As above and 1 MECH, 1 MOT, 1 3-turn LND (PiF option 46 : +1 pilot)
1943 or later	As above and 1 ARM & 3 INF

Special Rules:

Scrap all British land and aircraft units dated 1940 and later (**CVPiF option 45**: except carrier planes) or designated 'Res';

Scrap all Canadian units.

Scrap all French units (**TiF option 54**: except American, Asian & Pacific map TERR).

Scrap all Netherlands and Belgian units, apart from those set up on alignment (see 30).

Before the CW can place a new non-naval unit into the force pool (see 4.1.1 Annual Additions), she has to roll 1 die during the appropriate Jan/Feb turn if not at war with Japan. You get such a unit on a 1. Otherwise, you move that unit to the next year's force pool additions to become available later again. Subtract 1 from each die roll if the CW is an active major power (e.g. in Jan/Feb 1940).

British reinforcements arriving on the map appear in South Africa, Aden or Quebec (except non-CP naval units ~ see transfer pool). If these are all Axis controlled, the units remain on the production circle

until one of these places is British controlled.

TiF option 30: Canada is the Commonwealth home country when determining if its oil comes from inside or outside its home country (see 10.3).

Scrap the following US units: CV *Ranger*; BB *Texas*, (**SiF option 5: Arkansas, New York); CA *Quincy*, (**SiF option 5: Augusta, Tuscaloosa, Vincennes); all HQ-A; XVIII & XL US PARA corps; and all ARM, MECH and MOT corps.****

USSR activity limits (see 10.2) are halved. Commonwealth and USA activity limits are halved after they are at war with Japan.

Allied units are in supply if they can trace a supply path to the Red Sea or Mozambique Channel sea area.

Communist Chinese units may only set-up within 3 hexes of Sian or Lanchow. They may only enter a hex that is further than 3 hexes from Sian or Lanchow *after* Japan first occupies any red Chinese factory.

Japan may only perform pass or combined impulses until the end of May/Jun 1939. Japan may not align Siam before 1939. Japan may align French Indo-China (see US entry action 1), or Madagascar (see US entry action 5), after May/Jun 1940.

Transfer Pool: The transfer pool represents naval conflict in off-map theatres. Use any area off-map to represent the transfer pool.

British naval (**CVPiF option 45**: and carrier plane) reinforcements arriving on-map, other than cps, are placed in 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 a 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 remaining.

At the end of the first reinforcement stage of each year, total the build points (both cycle costs) for all Commonwealth naval units (**CVPiF option 45**: and carrier planes **PiF option 46**: including pilots) on the map.

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 may move half (or less) that number of build points worth of naval units (**CVPiF option 45**: and carrier planes **PiF option 46**: including pilots) 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, the CW 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 (even if out of supply).

CW naval units in transfer pool	
Year	Value
1938	2.0
1939	1.8
1940	1.6
1941	1.4
1942	1.0
1943	1.2
1944	2.0
1945	0.8

Additionally, at the end of the first reinforcement stage *after* Japan and the Commonwealth first come to war, you make a special check with the value being 0.3. This replaces the normal value if this is also the first reinforcement stage of the year.

Example: Japan declares war on the Commonwealth in Nov/Dec 1941. At the end of the Jan/Feb 1942 reinforcement stage Jeremy adds up the build point cost 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 0.3 (rather than 1.0) 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.

The CW must determine its naval losses on European theatres each turn after Jul/Aug 1939. Roll 1 die at the start of the Production step and compare the modified die roll with the following table:

Transfer pool losses		
Die roll	WiF	SiF
1 or less	2X, 4D	4X, 7D
2	2X, 3D	3X, 6D
3	1X, 2D	2X, 5D
4	1X, 1D	2X, 3D
5	2D	1X, 2D
6-8	1D	2D
9+	No effect	No effect
Die roll modifiers (all cumulative): <ul style="list-style-type: none"> -1 if no BBs in the transfer pool; -2 if no CVs in the transfer pool; +2 in 1939 & 1943; +1 in 1940 & 1942; +3 in 1944; and +4 in 1945. 		

The result is the number of naval units in the transfer pool that must suffer losses (see 11.5.8). Ignore all abort results.

If there is a result, both the CW and Japan roll another die. For each 3 higher that the Japanese player rolls above the CW, the Japanese player at any time while allocating losses, may choose 1 target to suffer a result. All other targets are chosen by the CW.

Example: In 1941 playing SiF option 5 the CW rolls a 3 for transfer pool losses. As the CW has both CVs and BBs in the transfer pool the result is 2X & 5D. Both the CW and Japanese player roll another die. Jeremy rolls a 1 and Kasigi rolls a 9. Kasigi decides to choose the two targets for the X results. Jeremy then chooses the 5 D results.

Special victory conditions:

Add all objectives controlled by each player at the end of the game.

If the Allies announce their special build point bonus (see **Production:** *Allies*, above), they must control *all* objectives to win the game.

Japan receives one additional victory point (cumulative) each turn that there are no CVs or BBs in the transfer pool at the start of the production step (and 2 if there is neither a CV or BB).

Players' notes: See the notes to the Day of Infamy campaign game.

At start production:

China (PM 0.5) ~ 14 factories (China), 0 oil & 11 other resources (10 in China, 1 in Hainan)

CW (PM 0.25) ~ 3 factories (1 in Australia, 2 in India), 4 oil (1 in Burma, 1 off-map, 2 from NEI) and 11 other resources (3 in Australia, 4 in India, 1 in South Africa, 2 in Malaya, 1 in N. Rhodesia)

France (PM 0.5) ~ 0 factories, 0 oil and 2 other resources (1 in Indo-China, 1 in New Caledonia)

Japan (PM 0.5) ~ 17 factories (14 in Japan, 1 in Korea, 2 in Manchuria), 4 oil (2 from the NEI, 2 from the USA) and 8 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 2 from the USA), -1 bp to the USA

USA* (PM 0.1) ~ 40 factories (USA), 18 oil (17 in the USA, 3 from Venezuela, -2 to Japan) & 23 other resources (24 in the USA, 1 in the Philippines, -2 to Japan), +1 bp from Japan

[Note: the trade agreement with Italy, see 5.1, is ignored]

* ~ before modification (see production above).

USSR (PM 0.25) ~ 8 factories, 6 oil & 12 other resources (all in the USSR)

24.4 Four map campaigns

24.4.1 Missed the Bus ~ The end of the beginning: Jul/Aug 1940 - Jul/Aug 1945

Designed by Ruediger Rinscheidt (German Design Group)

Fall Gelb has been a stunning success. All of Europe lies at the feet of the Axis. But where to attack? And how can the Allies survive the onslaught, wrest the initiative, and start the long drive to victory?

First Turn: Jul/Aug 1940

No. of turns: 31

Maps used: All

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

Last weather modifier: None.

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

Neutrality pacts: The USSR and Germany have a neutrality pact made in Jul/Aug 1939.

Entry Markers: The US has 6 entry markers in the GE/IT entry Pool and 2 in the JA entry Pool. She also has 1 chit each in the JA and GE/IT tension pools. Germany has 10 offensive entry markers on the Soviet border. The USSR has 1 offensive and 4 defensive entry markers on the German border.

US entry options 1, 9 and 15 have already been chosen and US entry actions 7, 8, 25, 26, 27 and 39 have been rolled for.

Reserves: All major powers except the USA, USSR and Vichy have called out their reserves.

Control: As specified on the map except that:

the Commonwealth is aligned with Belgium, Faroe Is., Greenland, Iceland and the Netherlands;

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

Communist China controls Lan Chow and Sian;

Free France is aligned with French Equatorial Africa, Marquesas Is (M1509), French Polynesia and all French territories on the Pacific map;

Vichy controls Vichy France and is aligned with all other countries and territories aligned with France in 1939;

Germany has conquered France (north of the Vichy border), Belgium, Netherlands, Denmark, Norway and Poland (west of the partition line);

Japan has conquered China east of the 1939 start line;

Belgian Congo is the Belgian home country, the Netherlands East Indies is the Netherlands' home country & Mid. Congo is Free France's home country; and

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

Special Rules:

After set-up, randomly scrap half the **available** French land and aircraft units (taken together rounded up) **and put the remainder in the Free French force pools.**

Finland denied a Soviet claim on the Finnish borderlands and Germany compelled a peace (see 19.6.1). Rumania allowed the Soviet claim on Bessarabia and Germany allowed Hungary's and Bulgaria's claim on Rumania (see 19.6.2).

At start production:

China (PM 0.75) ~ 8 factories, 0 oil & 7 other resources (all in China)

CW (PM 0.75) ~ 22 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India), 9 oil (1 in Canada, 1 in Brit. Guiana, 1 in Burma, 2 from NEI, 1 from Iran, 3 from Venezuela) & 21 other resources (2

in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 2 in Malaya, 1 in N. Rhodesia)

Free France (PM 0.75) ~ 0 factories, 0 oil and 1 other resource (New Caledonia)

Germany (PM 0.75) ~ 28 factories (19 in Germany, 1 in Austria, 3 in Czechoslovakia, 1 in Belgium, 3 in France, 1 in Poland), 7 oil (1 in Germany, 1 in Austria, 2 from Rumania, 1 from Iraq, 2 from the USSR) & 29 other resources (8 in Germany, 1 in Czechoslovakia, 1 in Belgium, 5 in France, 1 in the Netherlands, 2 in Poland, 1 in Norway, 1 from Hungary, 1 from Spain, 4 from Sweden, 1 from Turkey, 3 from the USSR), -2 bp to the USSR

Italy (PM 0.75) ~ 11 factories (11 in Italy), 1 oil (from Rumania) and 4 other resources (3 in Italy, 1 in Sardinia)

Japan (PM 1) ~ 19 factories (14 in Japan, 1 in Korea, 2 in Manchuria, 2 in China), 4 oil (2 from the NEI, 2 from the USA) & 12 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 3 in China, 1 in Hainan, 2 from the USA), -1 bp to the USA

USA (PM 0.25) ~ 40 factories (USA), 18 oil (17 in the USA, 3 from Venezuela, -2 to Japan) and 23 other resources (24 in the USA, 1 in Philippines, -2 to Japan), +1 bp from Japan

USSR (PM 0.5) ~ 31 factories (USSR), 8 oil (10 in the USSR, -2 to Germany) and 17 other resources (20 in the USSR, -3 to Germany), +2 bp from Germany

Vichy (PM 0.75) ~ 5 factories (France), 0 oil and 4 other resources (1 in France, 1 in Algeria, 1 in Indo-China, 1 in Senegal)

Players' notes: This campaign is excellent for getting all the early campaigns over and done with while still leaving all players with the strategic flexibility inherent in the *Global War* campaign. Please refer to the *Global War* (24.4.7) campaign notes for hints on play as all the strategies there pertain to this campaign as well.

24.4.2 Lebensraum ~ Germany moves east: May/Jun 1941 ~ Jul/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/Jun, 1941

No. of turns: 26

Maps used: All

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

Last weather modifier: None.

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 is at war with (but not hostile to) the Commonwealth and Free France.

The USSR and Germany have a neutrality pact made in Jul/Aug 1939. The USSR and Japan have a neutrality pact made in Mar/Apr 1941.

Entry Markers: The US has 6 entry markers in the Ge/It entry pool and 7 markers in the Ja entry pool. She also has 4 markers in each tension pool.

US entry options 1, 4, 7, 9, 11, 12, 13, 14, 15, 16 (all bps used), 22, 24, 25, 26, 27 & 28 have already been chosen and US entry actions 1, 2, 6, 7, 8, 25, 26, 27 and 39 have been rolled for.

Germany has 20 offensive entry markers on the Soviet border.

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

Japan has 1 defensive entry marker on the Soviet border.

Reserves: All major powers except the USA, USSR and Vichy have called out their reserves.

Control: As specified on the map except that:

the Commonwealth has conquered Eritrea, Ethiopia, Italian Somaliland and Tobruk, and is aligned with Belgium, Crete, Faroe Is. and the Netherlands;

the USA is aligned with Greenland and Iceland;

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

Communist China controls Lan Chow and Sian;

Free France is aligned with French Equatorial Africa, Marquesas Is (M1509), French Polynesia and all French territories on the Pacific map;

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

Vichy controls Vichy France and is aligned with all other countries and territories aligned with France in 1939;

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

Belgian Congo is the Belgian home country, the Netherlands East Indies is the Netherlands' home country, and Mid. Congo is Free France's home country; and

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

Special Rules:

Finland denied a Soviet claim on the Finnish borderlands and Germany compelled a peace (see 19.6.1). Rumania allowed the Soviet claim on Bessarabia and Germany allowed Hungary's and Bulgaria's claim on Rumania (see 19.6.2).

After set-up, randomly scrap half the **available** French land and aircraft units (taken together rounded up) **and put the remainder in the Free French force pools.**

At start production:

China (PM 0.75) ~ 8 factories, 0 oil & 7 other resources (all in China)

CW (PM 1) ~ 22 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India), 9 oil (1 in Canada, 1 in Brit. Guiana, 1 in Burma, 2 from the NEI, 1 from Iran, 3 from Venezuela) & 23 other resources (2 in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 2 in Malaya, 1 in N. Rhodesia, 1 in the Belgian Congo, 1 in Dutch Guiana)

Free France (PM 1) ~ 0 factories, 0 oil and 1 other resource (New Caledonia)

Germany (PM 1) ~ 29 factories (19 in Germany, 1 in Austria, 3 in Czechoslovakia, 1 in Rumania, 1 in Belgium, 3 in France, 1 in Poland), 9 oil (1 in Germany, 1 in Austria, 3 in Rumania, 2 in Iraq, 2 from the USSR) & 32 other resources (8 in Germany, 1 in Czechoslovakia, 1 in Belgium, 1 in Bulgaria, 5 in France, 1 in Greece, 1 in the Netherlands, 2 in Poland, 1 in Norway, 2 in Yugoslavia, 1 from Hungary, 1 from Spain, 4 from Sweden, 1 from Turkey, 2 from the USSR), -2 bp to the USSR

Italy (PM 1) ~ 11 factories (Italy), 0 oil & 4 other resources (3 in Italy, 1 in Sardinia)

Japan (PM 1) ~ 19 factories (14 in Japan, 1 in Korea, 2 in Manchuria, 2 in China), 4 oil (2 from the NEI, 2 from the USA) and 12 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 3 in China, 1 in Hainan, 1 in Indo-China, 1 from the USA)

USA (PM 0.5) ~ 40 factories (40 in the USA), 18 oil (17 in the USA, 3 from Venezuela, -2 to Japan) and 24 other resources (24 in the USA, 1 in the Philippines, -1 to Japan)

USSR (PM 0.5) ~ 31 factories (USSR), 8 oil (USSR, -2 to Germany) & 18 other resources (20 in the USSR, -2 to Germany), +2 bp from Germany

Vichy (PM 1) ~ 5 factories (France), 0 oil and 3 other resources (1 in France, 1 in Algeria, 1 in Senegal)

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*

(24.4.7) 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 heartland. 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 a bad result, 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 Manchukuo, 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 Iran 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 initially 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 campaign 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 some offensive points 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, Pago Pago, 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. And be ready for war, it won't be long in coming.

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* for more details on what that could be).

Before the main war begins you should activate Siam and position troops close to Singapore. An invasion of East 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 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 until late 1941 at the earliest (see 9.2). However, a two-pronged attack on Russia in 1942 could have serious consequences for 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 defences 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 defence 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 20 to 30 offensive points 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 campaign 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 Iran 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 Russia's lifeline (especially if playing 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 rivers as your own defence line.

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 Russia in 1941, 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 Iran, 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 some offensive points 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 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.

24.4.3 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 is at war with (but not hostile to) the Commonwealth and Free France.

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

Entry Markers: The US has 7 entry markers in the Ge/It entry pool and 8 markers in the Ja entry pool. She also has 5 markers in the Ge/It tension pool and 6 markers in the Ja tension pool.

US entry options 1, 4, 7, 9, 11, 12, 13, 14, 15, 16 (all bps used), 19, 22, 23, 24, 25, 26, 27, 28, 29 & 31 have already been chosen. US entry actions 1, 2, 3, 6, 7, 8, 13, 25, 26, 27 and 39 have been rolled for.

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

Japan has 2 defensive entry markers on the Soviet border.

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

Control: As specified on the map except that:

the Commonwealth has conquered Eritrea, Ethiopia, Iraq, Italian Somaliland, Syria and Tobruk; and is aligned with Belgium, Faroe Is. and the Netherlands;

the USA is aligned with Greenland and Iceland;

the USSR has conquered Iran;

Communist China controls Lan Chow and Sian;

Free France is aligned with French Equatorial Africa, Marquesas Is (M1509), French Polynesia and all French territories on the Pacific map;

Japan has conquered China east of the 1941 start line and is aligned with French Indo-China;

Vichy controls Vichy France and is aligned with all other countries and territories aligned with France in 1939;

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

Belgian Congo is the Belgian home country, the Netherlands East Indies is the Netherlands' home country and Mid. Congo is Free France's home country; and

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

Production: The blue 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 1942.

Special Rules:

After set-up, randomly scrap half the **available** French land and aircraft units (taken together rounded up) **and put the remainder in the Free French force pools.**

At start production:

China (PM 0.75) ~ 8 factories, 0 oil & 7 other resources (all in China)

CW (PM 1) ~ 22 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India), 12 oil (1 in Canada, 1 in British Guiana, 1 in Burma, 4 in the NEI, 3 in Iraq, 3 from Venezuela) & 23 other resources (2 in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 2 in Malaya, 1 in N. Rhodesia, 1 in Belgian

Congo, 1 in Dutch Guiana)

Free France (PM 1) ~ 0 factories, 0 oil and 1 other resource (New Caledonia)

Germany (PM 1) ~ 32 factories (19 in Germany, 1 in Austria, 3 in Czechoslovakia, 1 in Hungary, 1 in Rumania, 1 in Belgium, 3 in France, 1 in Poland, 2 in Ukraine), 5* oil (1 in Germany, 1 in Austria, 3 in Rumania) & 36 other resources (8 in Germany, 1 in Czechoslovakia, 1 in Belgium, 1 in Bulgaria, 1 in Finland, 1 in Hungary, 5 in France, 1 in Greece, 1 in the Netherlands, 2 in Poland, 1 in Norway, 3 in Ukraine, 2 in the USSR, 2 in Yugoslavia, 1 from Spain, 4 from Sweden, 1 from Turkey)

* ~ **TiF option 32:** (oil facilities) +1 oil

Italy (PM 1) ~ 11 factories (Italy), 0 oil and 4 other resources (3 in Italy, 1 in Sardinia)

Japan (PM 1) ~ 19 factories (14 in Japan, 1 in Korea, 2 in Manchuria, 2 in China), 0 oil & 11 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 3 in China, 1 in Hainan, 1 in Indo-China)

USA (PM 0.5) ~ 40 factories (USA), 20 oil (17 in the USA, 3 from Venezuela) & 25 other resources (24 in the USA, 1 in the Philippines)

USSR* (PM 0.75) ~ 23 factories (18 in the USSR, 5 railed factories in Siberia), 13 oil (10 in the USSR, 3 in Iran) and 15 other resources (all in the USSR)

* ~ 2 factories in Leningrad are isolated, 2 extra railed factories will be operational next turn and 2 blue (Kiev and Odessa) & 2 red factories (Dnepropetrovsk and Stalino) are enemy controlled

Vichy (PM 1) ~ 5 factories (France), 0 oil and 3 other resources (1 in France, 1 in Algeria, 1 in Senegal)

Players' notes: Many of the notes included in the *Lebensraum* (see 24.4.2) and *Global War* campaign (see 24.4.7) also apply to this campaign. The additional notes below pertain to the unique nature of this campaign.

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

Italy: You haven't taken Egypt yet, 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 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 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 some more offensive points 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 defence 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.

USSR: You have survived the initial 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 and in cities, forests, and swamps before the next summer begins. All the tactical hints from *Barbarossa* 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.

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 defences are weak. Do what you can about these theaters (see notes for *Lebensraum*).

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. 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 Pago Pago. 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 defences 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, TRSs 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 defences. The time to attack is now!

Set up your carrier fleet in the Christmas Island 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 points on your first impulse to call multiple actions, 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 naval 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, 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 defence.

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 campaigns 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 southwards 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 both adjacent 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 defence. 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, Espiritu Santo, Guadalcanal, Port Moresby, 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 adjacent to 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 on 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 defences.

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

24.4.4 Brute force ~ The Allies hit back: May/June 1942~Jul/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: None.

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 is at war with

(but not hostile to) the Commonwealth and Free France.

The USSR and Japan have a neutrality pact made Mar/Apr 1941.

Entry Markers: The USSR has 7 defensive entry markers on the Japanese border.

Japan has 4 defensive entry markers on the Soviet border (and may not choose one on its first turn).

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

Control: As specified on the map except that:

the Commonwealth has conquered Eritrea, Ethiopia, Iraq, Italian Somaliland, Libya (east of the 1942 start line) and Syria; and is aligned with Belgium, Faroe Is. and the Netherlands;

the USA is aligned with Iceland and Greenland;

the USSR has conquered Iran; and

Communist China controls Lan Chow and Sian;

Free France is aligned with French Equatorial Africa, Marquesas Is (M1509), French Polynesia and all French territories on the Pacific map;

Japan has conquered China east of the 1942 start line, Hong Kong, Burma south of the 1942 start line, Malaya, Singapore, Papua and Dutch New Guinea north of the 1942 start line, the rest of the Netherlands East Indies, North Borneo, Sarawak, Christmas Island (East Indian Ocean), East Timor, the Philippines, Wake Island, Guam, Admiralty Islands, New Ireland, New Britain, Bougainville Is, A1918, Nauru, Gilbert Islands and all islands exclusively in the Bay of Bengal, and is aligned with Siam and French Indo-China;

Vichy controls Vichy France and is aligned with all other countries and territories aligned with France in 1939;

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

Belgian Congo is the Belgian home country, the NEI is the Netherlands' home country & Mid. Congo is Free France's home country; and

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

Production: The blue Dnepropetrovsk, Kalinin, Kharkov, 2 x Moscow, Stalino, Tula and Vitebsk factories have been raided to the Asian map. They are all producing normally.

Special Rules:

After set-up, randomly scrap half the **available** French land and aircraft units (taken together rounded up) **and put the remainder in the Free French force pools**.

At start production:

China (PM 0.75) ~ 8 factories, 0 oil & 7 other resources (all in China)

CW (PM 1.25) ~ 22 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India), 7 oil (1 in Canada, 1 in British Guiana, 2 in Iraq, 3 from Venezuela) & 21 other resources (2 in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 1 in N. Rhodesia, 1 in Belgian Congo, 1 in Dutch Guiana)

Free France (PM 1.25) ~ 0 factories, 0 oil and 1 other resource (New Caledonia)

Germany (PM 1.25) ~ 32 factories (19 in Germany, 1 in Austria, 3 in Czechoslovakia, 1 in Hungary, 1 in Rumania, 1 in Belgium, 3 in France, 1 in Poland, 2 in Ukraine), 5* oil (1 in Germany, 1 in Austria, 3 in Rumania) & 36 other resources (8 in Germany, 1 in Czechoslovakia, 1 in Belgium, 1 in Bulgaria, 1 in Finland, 1 in Hungary, 5 in France, 1 in Greece, 1 in the Netherlands, 2 in Poland, 1 in Norway, 3 in the Ukraine, 2 in the USSR, 2 in Yugoslavia, 1 from Spain, 4 from Sweden, 1 from Turkey)

* ~ **TiF option 32:** (oil facilities) +1 oil

Italy (PM 1.25) ~ 11 factories (Italy), 0 oil and 4 other resources (3 in Italy, 1 in Sardinia)

Japan (PM 1.25) ~ 19 factories (14 in Japan, 1 in Korea, 2 in Manchuria, 2 in China), 5 oil (1 in Burma, 4 in the NEI) & 14 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 3 in China, 1 in Hainan, 1 in Indo-China, 2 in Malaya, 1 in the Philippines)

USA (PM 1.25) ~ 40 factories (USA), 20 oil (17 in the USA, 3 from Venezuela) & 24 other resources (USA)

USSR* (PM 1) ~ 25 factories (17 in the USSR, 8 raided to Siberia), 13 oil (10 in the USSR, 3 in Iran) & 15 other resources (USSR)

* ~ 2 factories in Leningrad are isolated & 2 blue (Kiev and Odessa) & 2 red (Dnepropetrovsk and Stalino) factories are enemy controlled

Vichy (PM 1.25) ~ 5 factories (France), 0 oil & 3 other resources (1 in France, 1 in Algeria, 1 in Senegal)

Players' notes: See the notes to the *Global War* (24.4.7) campaign, and also the *Lebensraum* (24.4.2) and *Waking Giant* (24.4.3) campaigns. Some additional notes below pertain to the unique nature of this campaign.

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.

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 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 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.

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 and 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 Arabian 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 breakthrough 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* campaign 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 defence 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 defences.

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 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 campaign. 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.

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 offensive points 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 some more offensive points. Devastating counter-attacks are your best defence 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.

24.4.5 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: None.

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 Mar/Apr 1941.

Entry Markers: The USSR has 10 defensive and 4 offensive entry markers on the Japanese border.

Japan has 7 defensive entry markers on the Soviet border.

Reserves: All major powers have called out their reserves.

Control: As specified on the map except that:

the Commonwealth has conquered Eritrea, Ethiopia, Iraq, Italian Somaliland and Libya, and is aligned with Belgium, Faroe Is. and the Netherlands;

the USA is aligned with Brazil, Iceland and Greenland;

the USSR has conquered Iran;

Communist China controls Lan Chow and Sian;

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

Japan has conquered China east of the 1943 start line, Hong Kong, Burma south of the 1943 start line, Malaya, Singapore, Papua and Dutch New Guinea north of the 1943 start line, the rest of the Netherlands East Indies, North Borneo, Sarawak, Christmas Island

(East Indian Ocean), East Timor, the Philippines, Wake Island, Guam, Admiralty Islands, New Ireland, New Britain, Bougainville Is, A1918, Nauru, Ocean Is, Gilbert Islands and all islands exclusively in the Bay of Bengal, and is aligned with Siam and French Indo-China;

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 Estonia, Latvia, Lithuania, Finland, Hungary, Bulgaria and Rumania;

Belgian Congo is the Belgian home country, the NEI is the Netherlands' home country & Mid. Congo is Free France's home country; and

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

Production: The blue Dnepropetrovsk, Kalinin, Kharkov, Krasnodar, 2 x Moscow, Rostov, Stalino, Tula and Vitebsk factories have been railed to the Asian map. They are all producing normally.

Special Rules:

After set-up, randomly scrap half the **available** French land and aircraft units (taken together rounded up) **and put the remainder in the Free French force pools.**

At start production:

China (PM 1) ~ 8 factories, 0 oil & 7 other resources (all in China)

CW (PM 1.25) ~ 22 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India), 7 oil (1 in Canada, 1 in Brit. Guiana, 2 in Iraq, 3 from Venezuela) and 21 other resources (2 in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 1 in N. Rhodesia, 1 in the Belgian Congo, 1 in Dutch Guiana)

Free France (PM 1.25) ~ 0 factories, 0 oil and 3 other resources (1 in Algeria, 1 in New Caledonia, 1 in Senegal)

Germany (PM 1.25) ~ 33 factories (19 in Germany, 1 in Austria, 3 in Czechoslovakia, 1 in Hungary, 1 in Rumania, 1 in Belgium, 4 in France, 1 in Poland, 2 in Ukraine), 5* oil (1 in Germany, 1 in Austria, 3 in Rumania) and 36 other resources (8 in Germany, 1 in Czechoslovakia, 1 in Belgium, 1 in Bulgaria, 1 in Finland, 1 in Hungary, 6 in France, 1 in Greece, 1 in the Netherlands, 2 in Poland, 1 in Norway, 3 in the Ukraine, 1 in the USSR, 2 in Yugoslavia, 1 from Spain, 4 from Sweden, 1 from Turkey)

* ~ **TiF option 32:** (oil facilities) +2 oil

Italy (PM 1.25) ~ 11 factories (Italy), 0 oil and 4 other resources (3 in Italy, 1 in Sardinia)

Japan (PM 1.25) ~ 19 factories (14 in Japan, 1 in Korea, 2 in Manchuria, 2 in China), 5 oil (1 in Burma, 4 in the NEI) & 14 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 3 in China, 1 in Hainan, 1 in Indo-China, 2 in Malaya, 1 in the Philippines)

USA (PM 1.50) ~ 42 factories (40 in the USA, 2 in Brazil), 20 oil (17 in the USA, 3 from Venezuela) & 25 other resources (24 in the USA, 1 in Brazil)

USSR* (PM 1.25) ~ 25 factories (16 in the USSR, 9 railed to Siberia), 13 oil (10 in the USSR, 3 in Iran) & 16 other resources (USSR)

* ~ 2 factories in Leningrad are isolated & 2 blue (Kiev and Odessa) & 2 red (Dnepropetrovsk and Stalino) factories are enemy controlled

Players' notes: Many of the notes included in the *Brute Force* (see 24.4.4) and the *Global War* campaign (see 24.4.7) also apply to this campaign. The additional notes below pertain to the unique nature of this campaign.

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 rail 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 leaves Allied 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 manna from heaven. They will give you another half-dozen units to scatter throughout Italy to bolster your defence. 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 Manchukuo border. If one

begins, withdraw from China back towards Manchukuo. 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 Manchukuo 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 defence 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-averse 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 Dnieper as quickly as possible is a good idea, but only when your HQs can get safely across the Dnieper 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, and 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 ones.

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 points and your remaining LND bombers. These attack forces are what you'll need to penetrate the Reich.

Beginning with the Dnieper/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 some offensive points 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 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 port 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 points. Make sure you have plenty 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 offensive points 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.

24.4.6 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 campaign 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.

Italy is incompletely conquered. Albania is its new home country.

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

Entry Markers: The USSR has 10 defensive and 9 offensive entry markers on the Japanese border.

Japan has 10 defensive entry markers on the Soviet border (and may not choose one on its first turn).

Reserves: All major powers have called out their reserves.

Control: As specified on the map except that:

the Commonwealth has conquered Eritrea, Ethiopia, Iraq, Italian Somaliland and Libya; and is aligned with Belgium, Faroe Is. and the Netherlands;

the USA has conquered Sardinia, Sicily, Italy south & west of the 1944 start line and the Marshall Islands, and is aligned with Brazil, Greenland, Iceland and Dutch New Guinea (east of the 1944 start line);

the USSR has conquered Poland and Rumania (both east of the 1944 start line) and Iran;

Communist China controls Lan Chow and Sian;

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

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 Estonia, Latvia, Lithuania, Finland, Hungary, Bulgaria, Rumania west of the 1944 start line;

Italy is aligned with Albania and controls Italy north & east of the 1944 start line;

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

Albania is the Italian home country. the Belgian Congo is the Belgian home country, the NEI is the Netherlands' home country and Mid. Congo is Free France's home country; and

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

Production: The blue Dnepropetrovsk, Kalinin, Kharkov, Krasnodar, 2 x Moscow, Rostov, Stalino, Tula and Vitebsk factories have been railed to the Asian map. They are all producing normally.

Option 32: Kiev and Odessa's blue factories are destroyed (see 13.8).

Special Rules:

After set-up, randomly scrap half the **available** French land and aircraft units (taken together rounded up) **and put the remainder in the Free French force pools.**

At start production:

China (PM 1) ~ 8 factories (8 in China), 0 oil, 7 other resources (7 in China)

CW (PM 1.50) ~ 22 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India), 7 oil (1 in Canada, 1 in British Guiana, 2 in Iraq, 3 from Venezuela) & 21 other resources (2 in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 1 in N. Rhodesia, 1 in Belgian Congo, 1 in Dutch Guiana)

Free France (PM 1.50) ~ 0 factories, 0 oil and 3 other resources (1 in Algeria, 1 in New Caledonia, 1 in Senegal)

Germany (PM 1.50) ~ 31 factories (19 in Germany, 1 in Austria, 3 in Czechoslovakia, 1 in Hungary, 1 in Rumania, 1 in Belgium, 4 in France, 1 in Poland), 5 oil (1 in Germany, 1 in Austria, 3 in Rumania) and 31 other resources (8 in Germany, 1 in Czechoslovakia, 1 in Belgium, 1 in Bulgaria, 1 in Finland, 1 in Hungary, 6 in France, 1 in Greece, 1 in the Netherlands, 2 in Poland, 1 in Norway, 2 in Yugoslavia, +1 from Spain, +4 from Sweden)

* ~ **TiF option 32:** (oil facilities) +2 oil

Italy (PM 1.50) ~ 9 factories, 0 oil & 3 other resources (all in Italy)

Japan (PM 1.50) ~ 19 factories (14 in Japan, 1 in Korea, 2 in Manchuria, 2 in China), 5 oil (1 in Burma, 4 in the NEI) & 14 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 3 in China, 1 in Hainan, 1 in Indo-China, 2 in Malaya, 1 in the Philippines)

USA (PM 1.75) ~ 42 factories (40 in the USA, 2 in Brazil), 20 oil (17 in the USA, 3 from Venezuela) and 26 other resources (24 in the USA, 1 in Brazil, 1 in Sardinia)

USSR* (PM 1.50) ~ 31* factories (21 in the USSR, 10 railed to Siberia), 13 oil (10 in the USSR, 3 in Iran) and 20 other resources (USSR)

* ~ **Option 32:** (factory destruction) -2 factories (Kiev and Odessa are destroyed)

Players' notes: Many of the notes included in the *Darkness before the Dawn* (see 24.4.5) and the *Global War* campaign (see 24.4.7) also apply to this campaign. The additional notes below pertain to the unique nature of this campaign.

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, Shanghai, 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 offensive 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 at last 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 Hiroshima or Tokyo 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.

Further defence 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 northeastern 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 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 defences in the Low Countries, 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 defence is broken, you will be in headlong retreat back to the Rhine as a flood of Commonwealth and USA armies will sweep across the Channel.

In the east, give ground until you reach a good defence 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, counter-attack 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 campaign 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 points, to power your way across eastern Europe.

Once you crack the Carpathian mountain line (which will probably take some offensive points), 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 defence 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, Belgium or the Netherlands, 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 and to help out the Americans. Leave behind several battleships to continue providing 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 America 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 at least 20 offensive points a turn is mandatory from now on. 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.

24.4.7 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 most challenging of all the World in Flames campaigns. 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

Set Up: to assist you in the set up of naval units, on the top left of the back of available CV, BB, CA and CLs is a code stating where that unit is to be set up (if none it starts in the force pool):

- **A** ~ Africa
- **Ba** ~ Baltic Sea port
- **Bl** ~ Black Sea port
- **C** ~ Construction Pool
- **E** ~ European maps (except Africa)
- **It** ~ Italy or Albania
- **J** ~ Japanese-aligned Manchukuo (captured Chinese CLs)
- **M** ~ America map(s), east coast in the case of the USA
- **P** ~ Asia/Pacific map
- **R** ~ Repair pool
- **W** ~ USA west coast
- ***** ~ Any map
- **1, 2, 3, 4, 5, or 6** ~ Production circle; J/F, M/A, M/J, J/A, S/O, or N/D respectively, face-up
- **[1], [2], [3], [4], [5], or [6]** ~ Production circle; J/F, M/A, M/J, J/A, S/O, or N/D respectively, face-down.

Note that you must still set the units up as per the set up itself (e.g. the CLs *Ajax* and *Durban* must still set up in Freetown even though they have an 'A' on their back).

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

Last weather modifier: None. The die-roll for the first impulse of the game is a '4'.

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

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

Entry Markers: The US has 3 entry markers. 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 Communist China controls Lan Chow and Sian and Japan has conquered that part of China east of the 1939 start line.

Special Rules:

In the first impulse of Sep/Oct 1939:

- Germany must declare war (see 9) on Poland
- Poland must align (see 19.2) with the Commonwealth.
- no major power may make any other declaration of war; and
- Germany may choose any action (see 10.) **as if already active.**

France and the Commonwealth must declare war on Germany in their first impulse of Sep/Oct 1939. No major power may make any other declarations of war that impulse.

At start production:

China (PM 0.5) ~ 8 factories, 0 oil, 7 other resources (all in China)

CW (PM 0.5) ~ 22 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India), 9 oil (1 in Canada, 1 in Brit. Guiana, 1 in Burma, 2 from the NEI, 1 from Iran, 3 from Venezuela) & 21 other resources (2 in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 2 in Malaya, 1 in N. Rhodesia)

France (PM 0.5) ~ 14 factories (France), 1 oil (Iraq) & 10 other resources (6 in France, 1 in Algeria, 1 in Indo-China, 1 in New

Caledonia, 1 in Senegal)

Germany (PM 0.75) ~ 23 factories (19 in Germany, 1 in Austria, 3 in Czechoslovakia), 6 oil (1 in Germany, 1 in Austria, 2 from Rumania, 2 from the USSR) & 19 other resources (8 in Germany, 1 in Czechoslovakia, 1 from Hungary, 3 from Sweden, 1 from Turkey, 5 from the USSR), -2 bp to USSR

Italy (PM 0.75) ~ 11 factories (Italy), 2 oil (1 from Rumania, 1 from the USA) and 6 other resources (3 in Italy, 1 in Sardinia, 2 from the USA), -1 bp to the USA

Japan (PM 0.75) ~ 19 factories (14 in Japan, 1 in Korea, 2 in Manchuria, 2 in China), 4 oil (2 from the NEI, 2 from the USA) and 12 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 3 in China, 1 in Hainan, 2 from the USA), -1 bp to the USA

USA (PM 0.25) ~ 40 factories (40 in the USA), 17 oil (17 in the USA, 3 from Venezuela, -1 to Italy, -2 to Japan) and 21 other resources (24 in the USA, 1 in Philippines, -2 to Italy, -2 to Japan), +1 bp from Italy, +1 bp from Japan

USSR (PM 0.25) ~ 31 factories (24 in the USSR, 7 in Ukraine), 8 oil (10 in the USSR, -2 to Germany) and 15 other resources (17 in the USSR, 3 in Ukraine, -5 to Germany), +2 bp from Germany.

Players' notes:

by Bruce Jurin

Each campaign 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.

Germany: The idea of concentration especially on land is to have sufficient force so that you inflict disproportionate losses as you make high odds attacks, surround enemies, etc. Concentration suggests applying effectively all power against one enemy, first Poland, then France, then either the Soviet Union or Britain. This strategy maximises your early advantage to the greatest extent, by destroying France and then crippling the USSR before the Western Allies have enough strength to react.

Alternatively, Germany can apply cost-effectiveness, usually going for the 'long-term' win by slowing the Western Allies while having superiority over the Soviets. Specifically, this involves building submarines, NAVs, maybe even surface raiders, defending against strategic bombing, etc. The idea behind this strategy is to slow down the Allied war making machine to the point that you will survive and win in the late game. This is known as the *sitzkrieg* strategy.

But at the start, the most common and safest strategy is to concentrate on Poland, defeat them on the first turn, and then head back to attack France while also considering attacking Yugoslavia early (although this is less useful now that you can't align Rumania until France falls).

Alternatively you can attack France first *before* conquering Poland. If you stack a large force against the Netherlands and then Belgium you can often get close to Paris on the first turn, taking advantage of the disorganized state of the French defences. Generally you will declare war on the Netherlands on your second impulse and Belgium on your third. Don't neglect a potential attack on the Maginot Line. France will sometimes have to strip its defences, and leave a single unit in Maginot Line hexes easy to overcome.

The main negatives of a France first strategy are that if you encounter bad weather and some bad combat die rolls, you won't conquer Poland and could be stalled in France.

A third set-up is to put some four or five corps and a similar number of aircraft ready to attack the Netherlands on the second German impulse and place the bulk of your forces attacking against Poland (besides those manning the French border). This set-up should still cripple the Poles and allow the conquest of the Netherlands and if all goes well even Belgium on the first turn (as your units are railed back to the west and reorganised by your headquarters there).

A new aspect you have to worry about is the CW mining the Norwegian coast. If they don't, then an invasion of Norway means a US entry roll and gives the CW 15 valuable CPs and two transports.

This is hard to justify so if the CW leaves Norway alone, you probably should too.

However if the CW mines the Norwegian coast then the equation depends on the outcome of Norway's reaction. In most cases, you can't allow the three Swedish resources (and when aligned, the Finnish as well) to be denied you during winter, so an invasion and conquest of Norway can become a priority. This requires your AMPH, PARA, excellent land units, your air transport and MTN unit and a dose of luck. One good point is that Oslo is now directly invadable and should fall on the first impulse unless defended in which case Narvik is (and if the reaction loses the Norwegian a corps, both). Either way it is an unfortunate but necessary side-show.

You will also likely be confronted by Balkan politics quickly, as the Soviets will often demand Bessarabia early. Trying to resist is dangerous so you will usually give in to the Soviet demands.

If you accept the Bulgarian and Hungarian secondary claims, you will eventually be able to align all three minors after you defeat France and declare war on or align Yugoslavia which is the preferred approach as you get the most units and resources.

Your main short-term objective is to defeat France fast. Your timetable is very important. In the early turns you should be building planes (and pilots if playing PiF option 46 since you start with five planes in the reserve pool). Launch a few high odds attacks every impulse, reorganise your units and keep striking hard particularly during summer. Because time is of the essence, if you need your offensive points (if playing option 49) to defeat France by the end of the summer of 1940, use them.

If you want to make a threat of a Sea Lion (the invasion of the UK), and to increase your ability to react, the Italian PARA and MAR are priority builds and whatever your strategy these elite units are always handy. You want Italy to build these units along with aircraft to close the Mediterranean to the Allies. The biggest drawback of lending to Italy while you aren't at full production is that the Italians don't add garrison to help break the non-aggression pact with the USSR, for which you want as much German garrison as possible. If you want to guard against the USSR 'stuffing the border' and launch a '41 Barbarossa, limit loans to Italy until at full factory production.

Very occasionally against an unwary Soviet player you can attack the USSR before France. This only occurs if the Soviets leave your border free of units giving you a chance of a coup de main if the Allies play too aggressively and recklessly. This is an incredibly high risk strategy though and if you fail, you will be a prisoner of war before Christmas.

However assuming a normal game and you are on your way to defeating France, you now must now make the critical decision that will drive the game for the next few years, 1941 Barbarossa, Sea Lion, or '42 Barbarossa?

The historical 1941 Barbarossa remains the most commonly used strategy, but if you build based on a 1941 Barbarossa, the Soviets can stuff the border with a reasonable chance of preventing you declaring war. The best strategy to counteract a Soviet stuff the border strategy is to build as many German units with the best garrison value/cost ratio you can get.

If however you want to threaten a Sea Lion, you want at least one more AMPH (if you play with SiF), and building MARs and PARAs are a must for you and the Italians. So for instance if you lend enough to Italy to build the Italian MAR, Italian PARA and ATR, the German MAR, one German AMPH, and two synth points, you have spent 40 build points on units that have a garrison value of one against the Soviets; a stuff the border strategy will then almost certainly work so you are committed to a Sea Lion.

If stuffing the border is viable, combating it or intentionally avoiding it is a major element in your strategy. If the 1941 Barbarossa is the preferred approach, it is important to look for clues to see whether the Soviets will try stuffing the border or choose a rear defence.

If the Soviets are using a war with Japan to help stuff the border with MIL and reserves, a Japanese compulsory peace (option 42) if playing with that option can seriously disrupt the Soviet's plans as all the on-

map Soviet MIL and reserves are placed in the Reserve pool and unavailable as garrisons.

In the tradeoff between building for stuffing the border or Sea Lion, it is probably best to emphasize the potential for a 1941 Barbarossa. So if you want to threaten both a 1941 Barbarossa and a Sea Lion, the best play is build a first-cycle of an AMPH since the AMPH can land one unit a turn and prioritise the Italian MAR and PARA without German loans. Have the Italians keep the trade agreement with the US for two turns, building four per turn. If you save build points, Italy can have both units, and Italy goes into the war on that turn. Building the AMPH costs six or seven build points (depending on which AMPH you drew initially), only three if you only first-cycle build it, and you will have (including the Italians) two PARAs, a MAR, and two German AMPHs along with a transport, enough to start a serious Sea Lion in late 1940. At this point, you should know whether the Soviets are stuffing the border and whether the UK is ripe for invasion.

A 1942 Barbarossa means that once Germany either conquers France or collapses the Vichy government in 1940, you get your Italian ally to drive west through North Africa to Morocco while you go through Spain to take Gibraltar (if you cannot take it by a PARA and MAR coup de main), before turning east to attack the USSR in 1942. With fleets and submarines in Gibraltar and France, you and Italy can hit the CW convoy lines hard. You can also capture Egypt and align (or liberate) Iraq and Iran. By 1942 your superiority over the Soviets is still tangible, but that advantage lasts only about a year.

Relative to a 1941 Barbarossa, a 1942 Barbarossa after capturing Gibraltar means you give up a year in the USSR. However the advantages for Italy are massive. The Allies are either unlikely to attack in the Mediterranean and will just directly land in France or they will have to spend a lot of time retaking Gibraltar before they can even get back into the Mediterranean. Finally, your threats to the Anglo-Allied convoys are greater.

Sea Lion under the best of conditions is risky. But it is important to be cunning whatever you decide. If you telegraph right away to the CW player you intend to attack the USSR in '41, it frees the CW for offensive action. If the CW player underestimates the potential for a Sea Lion, leaving few land units in England it is important that you teach the British a lesson. Sea Lion can be done either by a direct cross-channel invasion, or by capturing Gibraltar, letting the Italian Fleet out, and then invading; or both.

Although any time units German naval units go to sea there is risk, you should be able to land in the UK. On a combined impulse your PARA, a strong INF or better yet a MAR on an AMPH, and a division with air support can total about 20 combat factors which is more than sufficient to take an unoccupied or weakly garrisoned hex, and there should be one somewhere along the coast. Along with Italy you can have the Italian MAR, and Italian and German PARA, and an AMPH that can land an INF even if you don't build your MAR or a second AMPH by late 1940. If you play with divisions you can also land several of these.

So you ought to be able to get four corps ashore (two PARA, a MAR, and an INF from an AMPH). You can then fly in your two MTN and the Italian MTN, and land one more with your transport so you can get eight corps and possibly some divisions on the first invasion turn even in 1940. If you finish your second AMPH and/or MAR, you can add another unit or two. If the CW has four corps in the UK you can start making headway immediately. At this point you can land an additional two land units a turn, and when your additional AMPH is built, three.

In most cases, defeating the CW isn't about crossing the channel with a few units and marching on a defenceless UK; it is getting a foothold, expanding, but fighting the CW across the globe, and at sea. Most importantly its by ensuring you maintain supply to your units in England by keeping lots of aircraft supporting your naval units in the north sea. If you lose control there you are in a lot of trouble.

While units are landing in England, most of the army is going through Spain to Gibraltar, with help from Italy going through to Morocco. One mistake here is concentrating so much on the CW that the USSR

breaks the pact. Unlike the reverse case of the Soviets stuffing the border to prevent Barbarossa, now your border chits are for defence and you don't know what the Soviets have, so be conservative. Most reinforcements will be land and air units for the Eastern Front.

The historical strategy, the attack on the USSR in 1941, is the one most commonly seen in **World in Flames**. Even with a 1941 Barbarossa, you have a series of strategic decisions. Do you try an all-out attack, or play for the long term? An all-out attack entails both Japan and Italy also giving maximum support with the idea that if the USSR is sufficiently crippled the war is won, and there just isn't that much the Western Allies can do to stop it until 1943. So you get two full years to run rampant.

Alternatively, you can press the USSR while being mindful of a lasting two-front war. This strategy means that your Italian partner concentrates on defending the Mediterranean while you are buying SUBs and keeping fighters at home to defend against strategic bombing if it is significant.

If you can break the pact while the Soviets are stuffing the border, take advantage of a rare opportunity to destroy them at the front. Seriously consider using offensive points for an Air-Land action so you get maximum bangs for your buck in that vital surprise impulse.

Irrespective of whether the Soviets defend forward or back you should mass attacks in a few places and try to break through. These breakthroughs then allow a hex to be attacked from more than three hexes, allowing further high-odds attacks. Moreover, the Soviets have trouble maintaining supply in many cases. Destroying units that are out of supply denies the USSR bonus build points.

If you don't get a key breakthrough, you should be able to kill a few enemy stacks an impulse and in a summer turn, destroying 10 or more corps. However, the Soviets can be resilient, and they will be slowly retreating to key terrain. Although you will kill a lot of units in the summer, this will often push them back but not break them.

You usually won't be strong enough to dominate both in the south and north of the Pripet Marshes. The south has open terrain and is largely in the North Temperate zone, so is your best ground for ARM. The north is full of forests, marsh, and rivers and is in the Arctic zone. The north though has the advantage of few Soviet cities for reinforcements and the Soviets can have trouble staying in supply.

When attacking in the south its best to do so from Rumania, as this saves considerable time in getting units to the front so its good to rail ARM to Rumania when it's aligned.

A good tactic to get a key breakthrough in a long turn like July/August (or in a failed stuff defence) can be to take an air action on the first impulse to disrupt the best Soviet units in the key locations. Then, as you nibble with high odds attacks, the Soviet player has to decide whether to hold the line to try to save the disrupted units or abandon them as he retreats.

The end of the game can be difficult. If you haven't knocked out the Soviets or the UK, you usually will be facing superior enemies on all fronts and will have to defend everywhere. You have some very good river lines and terrain in the east to slow the Allies down and allows you to keep as many objectives as possible.

Retreat to key river lines. In the west you have the Seine-Saone line to the Maas and the Swiss border and then to the Rhine if necessary. In the East, a good defensive line is Konigsberg to the Bug River and the Carpathian Mountains in the south, then you can retreat to the Vistula and then the Oder if necessary. The US has to deal with Japan also, and since the CW has usually been hit hard, you can usually hold on to enough objectives to have a good score at the end.

Your main enemy will likely remain the Soviets as the tide turns in late 1943 and 1944. Here you can give up terrain for time as happened historically, although of course you will do it much better than Germany's last shambolic year of the war.

When defending France, Western Allied air power can be devastating. The good news is they don't usually have an overwhelming army. Try to stop them on the beaches. Garrison your ports, make the Allies land on the coast and limit expansion. Bottle them in, and if they don't have

ports they can only land units on their HQs or with AMPHs. This will keep their ARM and MECH out and make it difficult for them to break out.

Italy: Although Italy will always be the weaker partner, Italy's strength can be a critical part of the war and it isn't just a German satellite. Defeating Italy is critical to the success of the Allies, and your staying power can be decisive. With 11 factories you can increase the strength of the Axis in Europe substantially and your strength is largely determined by how many resources you can get for those factories. Thus you have very important strategic choices.

Put several land units on the French border, ready to attack France by land if France leaves a border hex unoccupied or weakly defended and to stop them attacking you. You also need to garrison key cities like Rome and your fleet anchorage against opportunistic invasions, especially if playing with divisions. Another unit must set up in Trieste to stop an early back-door invasion or potential assault from Yugoslavia (should the Germans foolishly allow the Allies to align her)

Finally, since the early game depends on putting pressure on the CW and France, setting *Balbo* up with your army in Libya is logical.

The German player's strategy is often to wait and see what the opportunities are. But Germany may want you to build your MAR, PARA, an air transport and possibly even an AMPH to place maximum pressure on the CW.

You will need 5 build points a turn to build your MAR or your PARA. Your MAR can be built in 1939 and the PARA in 1940 and if you build the PARA in Jan/Feb 1940 it will be available for a Sea Lion threat in late 1940, usually about when France falls. An air transport will cost an additional 5 build points. You can potentially leave the trade pact with the US open, or disband old ships to get this production.

Staying neutral allows a few other benefits. Your INF in East Africa will be out of supply unless you play with supply units (DiF option 14). But even if you do, you should consider using your time while neutral and able to sail up the Suez Canal to bring this unit back to the Mediterranean, or alternatively moving a sub to Eritrea where it can tie down considerable CW units.

Waiting to enter the war also allows a far more potent surprise attack, particularly if you have built your MAR and/or some NAVs. If playing SCS transport, just like Japan on the impulse before war, you can set your ships up in all Mediterranean sea areas and then declare war invading Morocco, Algeria, Tunisia, Egypt, Palestine and/or Syria on your first impulse. This can destroy the French and British defence in the Mediterranean before its even set up and lead to an early occupation of Suez and Gibraltar and Spain allied to your magnificent leadership. Collapse in enemy morale and total victory will soon be in your grasp.

Even if you are looking at the production and surprise advantages of a later entry into the war, you should always consider opportunities as they present themselves, for example if France leaves the border weakly garrisoned. If there is a lucrative target that can be exploited with a surprise attack, be ready to take advantage.

Finally, if Germany gets to full factory production and has excess resources, you should enter the war to get the extra resources.

Strategically your most important goal is to control the Mediterranean. More than any other theatre, land-based air dominates the Mediterranean front. So churn out fighters and bombers and try to control the three Mediterranean sea zones.

Italy often enters the war early, sometimes even on the first turn. Some of your goals take a long time to attain, so you must move quickly to take them, and the Allies are very weak early in the game.

You can use your army to march east and try to conquer Egypt, one

of the most important strategic targets in the world. The Middle East is important for its victory cities and oil resources. Taking Egypt puts you on the path to Syria and potentially aligning Iraq and Iran. This will shut down Allied activity in the Mediterranean, connects your possessions in East Africa and threatens the Indian Ocean. You then have access to taking Aden and your fleet can be a great danger to the CW and even the US.

The second target is French North Africa: Tunisia, Algeria, and Morocco. Algeria in particular is a very valuable prize. In addition to gaining a resource, the Allies will not want to fight through the Atlas Mountains and taking Algeria on the way to conquering Italy is important to them. If you conquer Algeria, you and Germany can garrison in force which cannot be done if Algeria is Vichy. With Algeria and Tunisia conquered the US and CW will have difficulty finding bases for their land-based aircraft while you can easily place yours and you will almost certainly attain your key objective here of controlling the Western Mediterranean.

There are a number of ways to take the war to the Allies, especially after the fall of France. If Germany wants to perform a Sea Lion, then build the MAR and the PARA. If it is a '41 Sea Lion, prioritise the AMPH. If going for a 1942 Barbarossa, you will likely be securing the Mediterranean with your (and Germany's) armies so build the MAR and *Badoglio* and lots of air units.

As mentioned previously actions are the most valuable asset in the game, and in Barbarossa you must be prepared to send *Balbo* and several aircraft to the Russian front to provide the air actions that the Germans are going to need to crush the Russians. This is fine but don't let it impede you grabbing those vital middle east victory objectives and anything you give to the Germans you expect a quid pro quo.

The 1942 Barbarossa is probably the best scenario for Italy. In the Indian Ocean there will not be a large commitment of CW land-based air, and bases are hard to keep in supply. If you can capture the port of Aden you will have a major port right on the CW life-line to India. From Aden, the Middle East oil can be secured by the presence of your fleet and if you can scrape together the build points needed for a few carriers, then you can be in a powerful position. Furthermore once you take Gibraltar you can move elements of your fleet to Bordeaux to menace the CW convoy lines.

The 1941 Barbarossa is the most difficult for which to plan, because you have less time to capture Suez and Gibraltar. Submarines are a priority builds in all cases, since you are almost always fighting the CW, and submarines are almost always cost effective, although many of your SiF subs are poor quality.

By early 1942 try to have your major ports garrisoned, by two units if possible. In general the defence of Italy starts overseas. Italy is in danger when the Allies get air superiority in the Mediterranean. So as discussed above, if you can hold Algeria and Tunisia, the Allies will first have to try to establish air bases. If they take these areas they will start pouring in planes. In late '42 and early '43, you can probably hold up, but the quality of their fighters relative to yours will eventually wear down your airforce; moreover, they will be able to replace losses easier.

The key to your defence are the islands of Sardinia and Sicily. Sardinia can house seven air units (not including bonuses for engineers or HQs). If in Allied hands, Sardinia allows attacks along the long western coast and with long-range planes, can target critical ports like Genoa and La Spezia. Cagliari and Olbia, a port in a mountain hex, are the valuable hexes in Sardinia, the latter allowing land access to Corsica and MAR access to Italy herself.

But even more critical than Sardinia is Sicily, since Sicily has basing capacity for 13 air units and counts as Italian home country. It has four ports on the Italian Coast sea zone, two of which are two-zone ports. Garrison the ports, especially Cagliari, Trapani and Syracuse which will force the Allies to land in non-port hexes. You also need to defend Messina to prevent a backdoor invasion which will cut off your

reinforcements to Sicily.

Fight for these islands unless the situation is hopeless. If you lose the ports, keep units in the mountains. For example, if you hold Palermo, W0313, and W0413, then Sicily provides minimal garrison value to the Allies; they can use only two hexes for garrison so these three hexes are the ideal defence. Put a MTN unit in W0413 and W0313, and convince Germany to put their good MTN units there also. W0413 can be attacked from only three sides; with two MTN units there it is practically invulnerable. W0313 and Palermo (if you hold W0413) can be attacked by only two hexes on land (unless the Allies land behind you and take Messina). Palermo is a supply source and holding it is important.

Once Tripoli and Sicily fall, unfortunately it is likely not long before you will be conquered, so make sure their defence is a high priority. Preventing the Allies from having a larger garrison value in Italy than you will be hard, so to survive you need to keep all your factories.

The good news is that the factories in the north like Trieste (W0426) and Genoa are in mountains, so these can usually be defended by any two units.

Just as in Sardinia and Sicily you want to hold key ports in Italy. You should have a garrison in Reggio if Sicily falls. You should also protect the hexes around Taranto and Naples and obviously garrison Rome. Italy often does not prioritise land units since the German ones are better, and Germany will be taking land impulses while you take more naval and air actions.

Finally defend Tirana as well as this will be your bolt-hole when Italy falls. There is no better defensive terrain to fight the Western Allies than in Italy, and keeping your forces in the game is very valuable to Germany.

Playing Italy is challenging and fun. You are clearly not as powerful as the other big five major Powers, but Italy is not weak by any reckoning. You have as many strategic choices as any other player, and Italy plays very differently depending on which options you choose. In some games you build a bunch of carriers and in others you are sending the bulk of your army on the Eastern Front.

Always temper your power with pragmatism. You must work with Germany, but you have to keep an eye on your objectives. If you are in a 1942 Barbarossa game and Germany has captured Gibraltar and Egypt, you can afford to be aggressive. But if the CW is capable of getting into the Mediterranean, too much expansion can be a death trap. Make sure you have land units needed to defend Italy and that your air force is ready to protect you.

Japan: Japan can be a difficult country to play strategically. It has many options and many areas where it can concentrate, but it must prioritise. Japan's big advantage is that, barring an early attack by the USSR, there is very little reacting Japan has to do in the beginning of the game. You should have about 12 turns before you have to directly deal with anyone besides China, and if you are at war with the USSR, both sides usually have trouble committing enough at this point to make major breakthroughs.

Strategically, your dilemma is that your major objectives and your main military opponent are in different directions. Some objectives satisfy both purposes; you always will want to capture Manila, Singapore, Hong Kong, and most important of all, the oil in the Netherlands East Indies.

Your major strategic goals are China, India, Ceylon, and Siberia, and perhaps even more in the Indian Ocean like Iran and Aden. Military objectives though are Pacific islands and possibly Australia, and include any nearby two-zone port. You usually don't have the ability to concentrate force on everything you want.

Always prioritise building your fleet carriers as they are superb and critical to control the Pacific. Surface ships are a more complex issue. If playing Classic, generally it is a good idea once again to build your pre-1943 ships; if you play with **Ships in Flames**, however, you have many options and buying everything isn't feasible.

If you play with **SiF** you have 12 light carriers (besides conversions). You will want to build most of these especially if you use carrier planes (CVPiF option 45), as they can carry pretty good CVPs by 1944, and five of them start in the construction pool and one on the board. A common tactic is to put your fast carriers as the main fleet to oppose the USA, and have a second smaller fleet with slower ships for AMPH and TRS escort duty and patrolling areas like the Indian Ocean. The later light carriers also have enough speed to keep up with your main fleet.

Although air power usually dominates, battleships provide shore bombardment which can be very important on offence and defence especially when the Allies are attacking your key bases. Moreover, there will be bad weather turns in which you are transporting troops, etc. where surface power dominates. So the best answer to 'light carriers vs. battleships' is probably moderation; build a mix if you can't build them all.

As to production you start with 19 factories, 14 in Japan, two in Manchuria, one in Korea and two captured red Chinese factories (Shanghai and Canton). You need resources, especially if you play with oil as you only start with 12 resources and four oil.

If you play with synth oil (option 32), build these as soon as practical, the 1939 one in the first few turns and the 1941 turn when you receive it. Then you won't be as reliant on oil from the Netherlands East Indies.

The need for resources largely determines the strategic direction. Nearby there are two resources in Malaya, one in Indo-China, a resource in the Philippines, and of course the richest target of all, four oil in the NEI, which currently is sending you two. Harder to get is the oil in the Middle East, which may be obtainable if the CW doesn't send a navy to the Indian Ocean.

But the other riches are held by major powers. Siberia has four resources and a red factory within two hexes of the Manchurian border. India has a red factory and four more resources plus an oil in Burma.

India and Calcutta are priority conquests if possible. The CW may put subs and a surface fleet in Trincomalee or Calcutta, next to your critical convoy lines. This is a major threat so prioritise capturing the key bases. Capturing Calcutta gives a red factory, eliminates this base, and (if you play with city-based volunteers, a free MOT).

Japan should not over-expand. Having a few extra resources is helpful, and if you play with TiF option 30 storing oil is valuable, but plan for what you need.

China presents interesting options. Weather is often bad and maintaining supply is very hard for both sides while you are often fighting in mountains. If you want to make a major effort in China, you effectively need to have three HQs there even in fine weather. You need to alternate the line of attack with the weather, attacking China in the northern monsoon zone during winter and China in the north temperate in summer.

The Chinese have little offensive capability, especially the Nationalists who attack at half strength, but they can put together a solid continuous line in good defensive terrain. The Chinese line is strong but brittle and once you break through you can do devastating damage. Chinese units can't move fast or react quickly to breaches and usually must turn face-down when moving to fill a hole. This can leave them both disorganised and out of supply, making them very vulnerable and they do not usually have spare land units to cover breaches. So an offensive in China can have a few failures with losses and then have a huge breakthrough that can be devastating.

There are three resources that are fairly close to the starting point, in the south at hexes A0632, A0433, and in the north at Sian. You want to take these three quickly, especially the two in the south. The resource in hex A0632 is often hard to ship until you clear the rail lines, but you still want to take it to deny it to the Chinese. Sian will also be well defended.

The next level is to try to take the resource in hex A0839 and possibly Kunming. Staying in supply to get to A0839 is very difficult, so to capture it you usually have to put enough pressure on the Chinese that

they have trouble occupying it while holding a defensive line.

Against strong resistance even the modest objectives can be hard. Expect to take some casualties and Sian can hold a long time. With a solid commitment though, this is a reasonable early game goal.

The next step is to capture Lanchow, and the battle for Lanchow is often decisive. The final push is in the central mountains of China in front of Chungking. If you capture it Chengtu and Kunming China is conquered.

Conquering China may bring the US into the war a few turns earlier, and giving the US an extra 50+ build points and more time in the war seems a high price but freeing up the army is almost certainly worth even more. With every island, two zone port, and Japan itself defended to the brim, the US slog will be very difficult even with all the extra US production.

If Germany is planning to attack the USSR in 1941, you can consider doing so too. Setting up an expendable white print unit in A0149 can simply walk across the border and completely cut off the Siberian rail line.

If you are already at war with the Soviets, this is a good time to exploit their weakness. You should grab Vladivostok with its red factory and maybe two resources and possibly cut off one or two more, and can do all this in one turn. With more time you can inflict more damage. This often forces the Soviets to call for a compulsory peace. With some resources captured in China you could be close to full production.

When Japan is at war with the USA, the Allied convoy raids can be very damaging. To ameliorate this you should ship as many resources as you can through the (relatively safe) Sea of Japan but you will still need substantial convoy reserves.

A difficult question of playing Japan is how much to spend on the navy relative to your other units. You need to buy the navy early, but that is when you have to defeat China and maybe face the USSR too.

If you are unsure, favor building your navy. Japan should win the game unless the USA defeats it in totality, and the best way to avoid that fate is to build your navy. In terms of which ships to build, never skimp on TRS, AMPHs, and convoys; without these, the navy loses much of its purpose.

But also keep land unit production up as they are useful everywhere. White print units go to the most important islands. If fighting or potentially fighting the USSR, your ARM and MECH become useful. Alas there will always be more places to garrison than you have units.

When you go to war with the US and CW, the surprise impulse can be powerful since the notional units will be zero strength in most places.

The most efficient method to attack is to take a naval on the first impulse to get all troops into the right sea zones. On the second impulse, call a land and declare war on the CW with surprise. On the third impulse declare war on the US and take an air for a carrier strike. If you are invading Pearl Harbor, jointly declare war on the US and the CW and attack during the land impulse. If something seems to be going wrong, you can use offensive points to take multiple actions. Obviously the 'ideal' situation allows the US to try to declare war before you can strike them so weigh this decision carefully.

Attack the NEI, the Philippines, and Singapore early and have land units march across Burma. Use your divisions to capture islands like Wake and Guam.

If Singapore is defended by two white print units, it may take a long time to capture it. If you play with isolated reorganization (option 35), just keep knocking them out of supply and eventually you will disrupt them with groundstrikes. Otherwise you attack from two hexes, one across a strait; you may just have to take a lot of losses and bludgeon it, but you do need to take this critical port astride your convoy lines.

It is also important to work with your Allies. Can your fleet cut the CW in Egypt out of supply? If Italy takes the Suez Canal, you ought to be able to capture all of the Indian Ocean objectives and perhaps even India.

However, if the CW conquers Italy in 1943, you may face 3 to 6 CW carriers and 3 to 5 battleships (6 to 10 in SiF), and this fleet can no longer be ignored even though their carriers are not nearly as good as yours. If Egypt is taken by the Axis, this CW fleet will have much less impact. You and Italy can help each other here, especially with capturing Iran and attacking India. Italy will often look to capture Aden and the Middle East oil. A fleet in Aden can even support operations in the Mediterranean if Suez has been captured.

At some point you have to decide when more offensive action is overreaching especially given your paucity of land units. You can conquer lots of islands and find that the US forces are bypassing you. Often your 1942 expansion must be limited by pragmatism for the long run.

The Japanese in the actual war established the idea of a 'perimeter' to provide bases as the anvil while the Japanese navy is the hammer (at least that was the theory). In game terms, this perimeter allows strong land unit support and the idea of being bypassed is reduced. It also allows a practical defence by the fleet and land-based air to shuttle from threatened zone to threatened zone.

If the US has bases close to Japan, it is time to think about home defence. Do not wait too long to bring troops back; the US may bypass your fortresses, use service squadrons (SiF option 58) to turn minor ports into fleet bases and invade Japan, threatening to sink your transports trying to move troops back home. Unfortunately it is hard to get it exactly right when to turn offence into defence before it's too late.

Despite the multitude of objectives, the overall strategy is to expand to get to full production as quickly as possible. Cripple China early and aim to take 10-15 objectives across the Asia/Pacific and then establish a perimeter. Use your navy and invasion capability to delay the Allied assault. Build strong defences in key ports, and defend the homeland at the end of the game.

Keep the strategy going, raid prudently behind lines, put units in defensive terrain, and hold on; although defeating the America militarily is very unlikely, getting a large number of victory objectives and holding them can be viable.

USSR: The Soviets usually have four main fronts to consider before the worst case of a 1941 drang und sturm, Finland, Rumania, Iran, and Japan.

Eastern Poland and the Baltic States are primarily a trade-off between US entry and the extra space for defence so you should take Eastern Poland immediately and the Baltic states in 1940.

Getting Bessarabia is very important for the Soviets as it minimises the chance of the Germans being able to assault across the Dnieper in the first (surprise) impulse. The good news is that if you have a strong set-up Germany will nearly always allow the claim as losing the three oil resources in E2226 is ruinous to them.

Furthermore Chisinau and Cernauti are good speed-bumps at delaying the Axis and taking Bessarabia helps prevent a faster German build-up through rail movement there. It is often a good idea to demand Bessarabia early (even as early as the Allied second impulse) but it must be done before an Axis unit enters Yugoslavia. You cannot demand Bessarabia if Rumania is aligned to Germany, and Germany will not be able to align it before then.

But you must be set up well to ensure Germany agrees to your (just!) claims. If Germany denies the claim, declare war on Rumania. Press forward and ignore other fronts till you conquer Rumania and grab the oil.

Getting the Finnish borderlands is valuable, but can be risky. The Finns are tough and there is a fair-sized US entry impact if the Finns resist. Do not demand the borderlands if you plan to 'stuff the border' (see below) but a major benefit if the claim is allowed, you get a forward defence for Leningrad. If they deny your claim, like Rumania crush them quickly. If they stop you in the borderlands in the first turn the German can stop the war to your disadvantage.

Iran is harder to conquer than previously since Tehran is no longer within one impulse of land movement from the Soviet border.

Therefore, both the Iranian CAV and the MIL will be in Tehran by the time you get there, with two units and a defence of 10 because of the mountains.

If you attack over land, you will need about four corps. Because of the mountains use your fastest land units especially your MTN and (if playing with them) Siberians supported by *Vatutin*.

In the far east both Japan and you will be eyeing other commitments and each other's weaknesses. There are a lot of resources at stake between Manchuria and the Soviet Far East. Generally, getting a pact or a peace will help you more than Japan (not if 'stuffing the border') if there is likely to be a 1941 Barbarossa. Clearly fighting with Japan in 1941 is not in your favour.

An early attack on Japan is risky; you don't want to lose troops on this theatre. However, it can be very beneficial to China and being able to take land actions has a tremendous benefit to flexibility. But since both Japan and the Soviet Union can be isolated from their other allies it is actually in both your interests for a peace treaty. However if Japan refuses, crush them too! You may go down in Europe but Japan will die in the Pacific and they will think twice next game.

However the war with Germany is your main priority. You must decide whether to defend forward, getting a high garrison and trying to prevent Germany from breaking the pact in 1941, often referred to as 'stuffing the border'; or to move back to defensible terrain generally outside initial German airstrike range.

You will usually want to be in a war with Japan if you want to stuff the border, the reason being that it allows you to build your militia, call out non-German reserves, and get as high a garrison value as possible. You are also now able to take land impulses, giving you substantially more rail moves and allowing you to move your whole army. This strategy becomes more viable if Germany takes heavy losses in France.

You will have 10 neutrality pact chits in May/June 1941 and you should have a garrison value of about 60 on the board. If you don't go to war with Japan but are trying to maximize garrison values, you can probably raise this by about six if you really go all out to maximize garrison value. So without a war with Japan, realistic values are 65 going all out, 55 to 60 with a force to fight in the Far East.

Germany will usually have about 110 garrison value on the board if results and production follow history, but not all of this can be on the common border with you. Just like you, though, Heinz can raise this quite a bit if you are trying to get into a 'garrison war', probably by another 10. He will have 20 offensive border chits which should add 40-50 points. So the wildcard is how much he has to leave in other places in Europe and Africa and how much Italian support he gets. In a 'stuffing war' Italy performs the garrison duty elsewhere that the Germans aren't so that German units can be in the common border with the Soviet Union.

We usually see then that Germany can put together about 140 garrison value but would likely get to about 150 or more in an all out stuffing war; which should give you a greater than 60% chance of avoiding Germany breaking the pact in May/June 1941.

But if you fail it can (as historically) be disastrous. Few WiF veterans think that stuffing the border is worth the risk, but keep in mind that different options (e.g. city based volunteers) can change the math, and if Germany is building synth plants and its navy, or lending to Italy, its garrison value must be reduced which increases your chances of success.

And even if you succeed, yes you stop the Germans until Jan/Feb 1942 but then what? All your units are on the frontline, you are facing a massive German army and airforce and all those beautiful soviet armies could be destroyed long before you can even think of falling back to the Dvina and Dnieper.

If you instead opt for the more usual rear defence, you need to consider where to defend. In general, north of the Pripet Marshes is easier to defend since there are fewer clear hexes, many more rivers and swamps, and arctic weather.

Your defence should start on the Dvina River falling back during

summer to Lake Peipus, which forms an impassible barrier during summer. You can anchor a strong line around Pskov, with the only clear hexes being E2041 and E2144. E2248 is also clear but can only be attacked from one hex behind a river so have good ARM and or MECH here. If the line from Pskov to the Pripet Marshes falls, your next line is the Volkhov River and Lake Ilmen, probably your best defensive line, with swamp being good defensively and your army capable of counterattacking the German-held swamps when they freeze in the winter. If this falls you will probably lose Leningrad, but with good technique and a little luck, you ought to be able to hold here until 1943 when your Allies in the West should cause Germany to reduce the pressure.

The south is much harder to defend because there is little defensible terrain and much of it is in the more attacker-friendly north temperate weather zone. The line is about 10 hexes long so you need 20 corps plus support. Try to hold on to Odessa with two GAR armies as this city is difficult to conquer. Your obvious defensive line is the Dnepr river where you should put the bulk of your ARM and MECH, supported by the majority of your airforce.

If the Dnepr falls, retreat to the Donets and then to the Don. It is pretty bad if this line falls. At that point you have to retreat to the Volga and hope to hold the line to Moscow. The Donets line is anchored at Rostov (the Gibraltar of the east) and is the shortest line you can have at this point.

Your last resort line is to hold onto the oil hexes on the Caspian Sea and defend at the Volga and the Kama rivers, with your back to the Ural Mountains. Germany will have trouble staying in supply on the Asian map through the desert. Remember if you have railed enough factories off, and you hold the Asian map resources and are getting the full nine lend-lease resources through Iran and possibly some from the Arctic route, you can fight back into the game. There have been many WiF games where Soviet armies have gone from the Urals in 1942 to Berlin by the end of 1945.

Regardless of where you defend you need to defend well. The first tactic is set up 'speed bumps', cheap units put in the way of the advancing Germans to slow down progress with their zones of control. You want to place these at terrain driven choke points, so collectively they either slow the whole Wehrmacht down or force different parts of the German armies to lose contact with each other.

The best combo is to place your best militia and/or your garrison units in each Soviet city. In 1941 your maximum can be up to 14 factors (Moscow Mil and 3rd GD garrison). Placing these units in Odessa, Minsk, Pskov, Krivoy Rog etc can seriously impede the initial German advance and cause casualties in the process. The beauty of using Mil and Garr is that they are cheap to replace and quick to build, so when your Soviet heroes do finally succumb to German assaults, you just rebuild them and place them in the next city in the German's path.

If you have done your builds properly, your army should have roughly as many units as the Germans after reserves are deployed, although quality will be lower and your air force is much weaker. In practice you will often find that there are some areas that can be held with a single unit and others need to be defended every other hex.

If Germany breaches a river line, don't immediately abandon it. Surround the advancing units and try to contain the breach. Hold on to as much of the position as you can while avoiding being ganged up on from three or even worse four hexes. At some point you will have to retreat but try to hold defensible terrain as long as you can.

Don't neglect your air force as your bombers are quite good. A very good tactic is to wait for Germany to concentrate armour at a spot, send in some bombers to defend, and have the Germans fly their fighters. Then the next impulse ground-strike his ARM or HQs with your long-range bombers. Because your fighters are poor, you want more of them. If you have a semblance of land equality, try to build at least two planes a turn after the summer of 1941 if playing with pilots (PiF option 46), or at least one if not. Once you get to 1943 and have (hopefully) attained some parity, then your air force becomes an even larger priority.

Look for chances to counter-attack even when on the strategic defensive, especially if you use 2d10 land CRT. This occasional counterattack is especially important if you play with Guards Banner armies (DiF option 52) to give you a chance to get these elite units and essentially expand your force pool. Use your winterized unit bonus. As you defend the swamps north of the Pripet Marshes, you can counterattack in snow with winterized units, often at good odds.

In 1944 when the front narrows, and presumably the Western Allies are ready to help with D-Day, you can try to break through with offensive points; even low odds attacks (say 2:1) can be beneficial. These attacks cause attrition and the Soviets usually beat the Germans by attrition. Combining attrition attacks with offensive point expenditure can create a breakthrough and cause substantial losses, even 10-15 corps a turn when you have obtained superiority. By 1944 building 10 offensive points a turn is a realistic goal if the war basically follows the historic pattern, and 15 a turn later.

If Germany is moving into Spain or England in 1941, you can breathe a sigh of relief, but you can't celebrate. It is likely that this is the prelude to a '42 Barbarossa. Germany will try to capture Gibraltar in 1941, take Egypt, align Iraq, and move to Iran. You then will have another front, and it is very close to your oil resources. '42 Barbarossa will not be the desperate defence of a 1941 campaign, but you will get less help from your Allies, and an even greater burden of defeating Germany falls on you. An attack on Iran is more imperative than with other German plans; you would much rather fight at the Zagros than around Baku.

Use the extra time to build extra land units and especially lots of air units. If you play with oil, build your four-engine bombers and make Germany defend the oil in E2226. But remember that you are still going to be on the defensive for 1942 and probably a large part of 1943.

One of the most difficult parts of playing the Soviets against any of these German strategies is recognizing when the time has shifted from force preservation to attack and when you need help from your Allies to when you have to help them. Be aggressive, and plan counterattacks with the western Allies. Finally, you will need to pay attention to Japan later in the game, attention she will not like.

Commonwealth: Your general defensive priorities are:

1. NEVER leave Gibraltar with fewer than two units. Do not allow Italy to even have a 1 in 10 chance of taking it through invasion-losing Gibraltar in this way (and having Italy align Spain!) is a disaster.
2. Your second priority is to prepare the Sceptered Isles for invasion. If you don't know whether Germany will go after the USSR or go after you, assume they will go after you.
3. Protect your convoy lines and transports. Consider formulating your convoy lines to minimize the use of the Bay of Biscay and Cape St. Vincent after France falls when feasible (to minimise Axis air attacks on your convoy lines).
4. Aid France. Try to get *Gort* and a contingent of two other strong units at least and have planes ready to ground strike the Germans if possible.
5. Protect Egypt. If you lose Egypt, taking it back can take years. Releasing the Italian fleet into the Indian Ocean and letting the Germans take Iraq and Iran can be damaging to the USSR and you.
6. Garrison key ports with at least one land unit when the potential for threats arise.
7. Later in the game protect the Indian Ocean and your Asian presence as much as possible from Japan; this is especially important for lending to China and the USSR.

Many of these goals are unattainable against enough Axis pressure. If the CW is overwhelmed, the key to general victory is to tie down as much of the enemy effort as you can, delay as much as possible, and generally inflict as many losses as you can. If Germany comes running through Spain with the bulk of the Luftwaffe and a large part of the Wehrmacht, you will most likely lose Gibraltar. The same applies to Egypt. If Japan sends the Kido Butai to the Indian Ocean, you won't

realistically have the power to do much. But in all cases slow down and tie up as much of the enemy as you can.

Very early in the game, while the French fleet is in the fight and the Axis have few naval bases or subs to threaten you, the CW can be aggressive. At this point Italy will not have a lot of air power to threaten you in the Mediterranean. If you mass your carriers and get help from the French, you can control the Mediterranean for several turns inflicting irreparable damage on the Italians in the process.

A few ideas you can consider before France falls is to invade Portugal, declare war on Italy and conquer Iraq. Declaring war on Portugal was a very common tactic in previous editions of World in Flames but the US entry cost has risen dramatically and Portugal starts with a GARR corps now so this idea should be used with care. The crown jewel of Portugal is the Azores (W3215), which can be used for land-based air to protect the North Atlantic. Other benefits include the resource, a two-zone port which can help in later invasions of North Africa, and airbases help linking Gibraltar (W2513) to the UK and for patrolling Cape St. Vincent.

If you declare war on Italy you get to surprise Italy rather than them surprising you. Sardinia can be very important as an airbase and naval base for subs going to Cape St. Vincent, but as with Portugal, there is a large US entry swing relative to letting Italy declare war on you.

Finally if you are playing optional oil (TiF option 30) you can declare war on Iraq if you can spare the forces. It allows you to give the two Iraqi oil to the USSR. Moreover, it allows you to defend and hold the vital oil wells should Egypt fall. Furthermore it isn't that expensive as it usually only takes two or three corps and an HQ to conquer Iraq.

If Italy is building aircraft it is likely that the Mediterranean will soon be too dangerous for shipping. To be at full production you will need to ship 15 resources to the UK, and if you play with oil you will need more. In Classic, you will ship 5 from Canada, 5 from South America, and 3 to 5 from Africa with 5 point convoys. An extra resource comes when Belgium is attacked. When the US picks US entry option 15 'Resources to Western Allies', you can get another 5 from the US.

If playing with oil you need more, but you also have more flexibility in setting up your convoys. For instance, you can ship one or two from Australia to Canada (and early on 1 from New Caledonia to France), 6 from Canada to the UK. By late 1940 the US should also be sending 5 resources per turn to you.

If you don't ship through the Bay of Biscay and you are playing with oil and limited overseas supply, you probably need at least 110 convoy points, including aid to the USSR. Once the US enters the war, if they are shipping some build points and oil to Free France, you need about 130 CP's before reserves between the US and you (less if using the Iranian route, see lending below).

After the Fall of France is the most critical part of the game for you. Will Germany go after the USSR or you? The invasion of England is much easier in the current version than in previous editions as you do not get any extra production if you are invaded, and the flexibility of offensive points (if playing that option) helps the invaders.

The invasion of England will generally accompany a full attack in Egypt, across Spain to Gibraltar, possibly through North Africa to Morocco, and a huge attack by subs on your convoys. Stopping the Germans from landing is difficult. The key is to try to contain the invasion or knock it out. If France falls in mid-1940, you probably have about two years of having to hold on until the Soviets and US comes to your rescue. Priority builds at this point are land units, fighters, and 3 turn naval and land bombers. Motorised corps also are good buys since they usually show up in the UK.

The naval war following a German invasion is very difficult. You won't have the build points to spend on anti-sub defense as you are forced to concentrate more on land, and much of your fleet is directly contesting areas like the North Sea where you often are outgunned in the air. The Germans and Italians are capturing bases like Gibraltar, placing them very close to your convoy lines. The fleet escorts available will usually have to prioritize moving transports, as unfortunately many of your builds will not be in the UK. As you concentrate on keeping force in the UK, the global war is hard to

handle.

Your highest priority is to contain the Germans on the beaches. You don't need to counterattack. Usually the Germans are repulsed when you get control of the North Sea, in which case the war there is won.

It is best to have a solid front line and other weaker troops guarding against invasions in your rear. Since the front line is only about four hexes wide, eight units can hold the line and the rest available for defence in depth.

Never leave Belfast (W1942) vulnerable to an invasion or paratroop as taking Belfast is often the hardest part of the UK for Germany to conquer. Fortunately, the mountains in Scotland also make for excellent defence if the war is going very badly.

If Germany decides to instead go after the USSR, there is still danger. An attack on Egypt is a very real possibility. By now Italy will have lots of airplanes trying to keep you out of the Mediterranean. And Germany and Italy may have built a lot of subs.

The turn after Germany heads east, you need to reorient from self-preservation to helping your allies and thinking about a counterattack. Your job now is to help save the Soviet Union and fight where you can. The convoy war is likely still hot, and you must still buy convoy points and escorts as needed, but it is time to think about striking back.

Even before you know for sure that Germany will head east, you usually should build your first AMPH in 1940 so that it is available in 1941. When Germany commences Operation Barbarossa, a second AMPH is a very high priority. They take eight turns to build, so you need to get them started soon to take the offensive in 1942.

If you are hard pressed in Egypt, retreat behind the Nile. You are flanked by the Qattara Depression, so two ARM/MECH and two INF or MOT should be able to hold as long as supply isn't cut. Have a weak unit or its ZoC hold every third hex on the coast to the Syrian border to prevent invasions behind your lines.

But the key to holding Egypt is supply. This will be very hard if playing with limited overseas supply once Japan enters the war. You will need a lot of convoy points to keep Egypt supplied via convoys around Africa (vulnerable to Japan) and through the Mediterranean (vulnerable to Italy). If you are playing with emergency HQ supply (option 13), have your HQs ready to provide supply when your convoy lines are cut. If you play with supply units (DiF option 14) always try to have at least one supply unit in Egypt.

If Vichy isn't established or is collapsed, try to defend Morocco or Algeria in the Atlas Mountains. This is a very hard line for Germany and Italy to crack. You want on HQ with the defenders to get supply through the port of Casablanca (W1810) so that you don't have to supply through the Mediterranean. If Vichy hold these possessions, they're one of the first priority targets when you go to war with them.

You should also get ready for the upcoming Japanese onslaught. Have garrisons in the key Indian Ocean ports, especially Aden. If you put two strong white print units in Singapore, you can hold back Japan for a long time.

Try to also garrison Trincomalee. If taken it is a very good base for Japan to operate from in the Indian Ocean. Garrisons in Trincomalee and Singapore are a classic case of denying initiative; these forces will likely be defeated by the Japanese but will force Japan to spend substantial time and resources on their capture.

Finally, another 'always' is having two units in Calcutta (A1432). This is your most important port on the Asian map as it is in excellent defensive terrain, and it is the door to India. Put a weak unit in Bombay (A2030) to avoid a red partisan appearing there.

Try to have at least 5 corps and *Mountbatten* in India and 2 in Australia by 1942. These land units will be very useful even if Japan doesn't attack India as they can then attack Burma and try to open the Burma Road. It is tempting to use your Australian and Indian units in North Africa or even further west when all is bleak after France falls, but it will be hard to transport units back once Japan is in the war. Use these troops in the West sparingly or make sure they are back by the summer of 1941.

Between Sea Lion and '41 Barbarossa strategies is the 1942

Barbarossa, where Germany defeats France in 1940, captures Gibraltar and Egypt in 1941 and move into the Middle East for a 1942 attack on the USSR. For the CW, this plays much like a Sea Lion, with less emphasis on the war in the UK. Your convoy defense will still be difficult, and you must nonetheless prepare for invasion. If Spain is attacked by Germany, you should defend southern Spain north of Gibraltar to maximise its survivability.

You may also need to spend more on convoy defense. However you will not need to give as much lend lease to the USSR as a '41 Barbarossa.

Note the CW needs a lot of land units. With India, Australia, the UK, Gibraltar, Egypt, Singapore, Aden, Trincomalee, and a unit in Burma, the bill adds up fast especially if you took losses in France and elsewhere and will usually amount to 25-30 corps without even considering offensive capabilities. If you want these units all by mid-1942 you will have built most of the cheaper corps in your force pool. Clearly in a Sea Lion and a '42 Barbarossa you need even more, and often have to defend Algeria and Morocco. This many land units is often beyond your means, so you must decide what to prioritise and where you will suffer from insufficient force.

You and the USA must also prioritise lend lease to the Soviet Union. In most games what happens on the Russian steppes is decisive and the Soviets will always need help, especially if attacked in 1941. If the war is going badly for them, consider helping by garrisoning Murmansk (remembering foreign troop commitment) and/or attacking northern Finland, where you can stay in supply by sea.

In regards to lend lease, it can be lucrative to conquer Iraq and Saudi Arabia, especially if playing with **Ships in Flames**. The conquest of Iraq allows two oil resources to be sent to the USSR without needing any convoy points; Saudi Arabia allows two more if there are 2 convoy points in the Persian Gulf. If the USSR conquers Iran, which they often do, two more convoy points will yield another two resources. If the USSR doesn't conquer Iran, you may consider doing it (in the actual war both the USSR and the CW conquered Iran).

Finally, you can ship 2 Indian resources through the Arabian Sea and the Persian Gulf to Bandar Shapur or Basra; so if you get them all through, you can ship 6 resources by sea, and the 2 Iraqi and 1 Iranian resource by rail a turn, 9 resources in total. This quantity alone can put the USSR at full production with the use of only 8 convoy points, using resources that you don't usually use provided you can preserve the convoys in the Persian Gulf.

Perhaps the most common lend lease route in World in Flames has tended to be the Arctic convoys. This route will usually take about 15 convoy points plus the usual reserves. Unfortunately the rail from Murmansk can be easily cut and Archangel freezes in winter so the southern route via Persia is often the best if Allied control.

If the rail lines from Murmansk and Archangel have been cut, you must ship in build points, up to 3 a turn to Murmansk and Archangel (when not iced in), while if there are factories in these cities, you can ship another resource and build point to each.

After the USA enters the war the CW and the USA have to decide how to turn defence into attack. The most common strategies are attacking Italy in the Mediterranean, strategic bombing, and a direct intervention in France; and these are often done together.

Attacking Italy requires getting air and naval control of the Mediterranean, and is feasible only if Gibraltar is still held or can be retaken easily enough. It is generally fairly slow or impractical if only Egypt is held.

In this theater, your twin-engine fighters are very valuable, as they have good combat factors and fly into high sea boxes. Try to get the US to send their long-range fighters here also. Italy probably has many land and naval bombers with good air to sea factors so winning the fighter war is critical. Controlling Sardinia and Sicily are recommended strategies, especially ports that are on the Italian Coast sea zone so that four moving AMPHs can be used to invade Italy proper from the 3 box. This becomes a war of attrition. Although the Italians have a lot of good NAVs, their fighters aren't as good. Moreover, if Germany is bogged down in the USSR, your production

with help from the US will eventually wear them down.

Unfortunately, it is easier to control the Italian front than to conquer them. Trying to fight up the toe of Italy is ineffective; a German MTN in Reggio (W0213) will largely stop the entire army from breaking out of Sicily.

Getting Tripoli (W0505) is usually pretty easy once you have air/naval control, but getting two of the next three conquest conditions isn't. So either commit enough force to get the job done or don't start. Here, offensive points can be your friend. The best way to attack Italy is to use the long coastline and backdoor invasions of Italy's ports can help crack a line. Salerno (W0317), as in the actual war, is a natural target since it will often be in fighter range and is the closest port outside of the mountain chain in the boot of Italy.

The easiest Italian factory to take is Naples or Taranto. With Tripoli taken you only need one more objective to (incompletely) conquer Italy. At that point fulfilling the garrison condition shouldn't be too hard. Kick the Italians and Germans out of Sicily so there are no ZoCs, and get your air and land garrison value up until you have more Allies than Italians in Italy and they will fold.

If Italy is defeated, try to use the bulk of your better carriers and battleships for the war against Japan. If you can base your fleet in India or closer, they are a threat to Japanese convoys. Even if a large fleet can't be assembled, having some submarines and potential surface raiders in Calcutta can still be very dangerous.

Production for 1943-1945 usually stresses air units as a high priority. At this point you can slow down on land units unless you have suffered a lot of losses.

Now concentrate on D-Day and build enough AMPH's to get a large army across the ditch in force, use your air advantage to disorganise defenders, and take ports to land reinforcements. Now the strategic phase is over, head to Germany! You want to liberate France as soon as possible so that French reinforcements can enter the war without needing transport.

France: In most games France will have a Vichy government installed fairly close to the historic time of the summer of 1940. If you can last through the winter of 1940 however, the Allies are probably in a position where they will at worst draw and probably win. Conversely, if Germany captures Paris on the first turn using a 'France First' attack, Germany can capture Gibraltar in 1940, and then be very well placed for a Sea Lion or a 41 Barbarossa with Gibraltar in hand, which will make defeating the Axis very difficult. Thus either way the Battle of France is crucial to deciding the overall victor.

Your main goals are to slow down the Germans, inflict as many losses as possible (including forcing them to spend offensive points), preserve your empire from Axis conquest and finally have as strong a post-defeat army as possible.

From the start, the most pressing job of the navy is the protection of your transport bringing troops back for the land war; this can directly affect how long France survives. Protecting convoys similarly bolsters your production.

The French fleet should be optimized for the post-Fall of France period. You have two regions that usually turn Free France, New Caledonia and French Equatorial Africa. You can put six ships in ports likely to go Free French (eight if using the Africa map) and the numbers double if playing with SiF. Your remaining cruisers ships should try to get to Papeete or French Polynesia. From here, they have a chance of going Free French; and if they don't, they are out of supply as Vichy ships. However you must leave your battleships and CV Bearn in metropolitan France or risk all of your empire becoming Vichy.

Your frontier from Switzerland to the English Channel is 10 hexes, but if you can occupy and defend the western-most three hexes in Belgium, it is 9. You also have four hexes bordering Italy.

With 13 or 14 hexes to defend, you would ideally like to have 26-28 corps. Belgium starts with three corps and a reserve MIL. So unless playing with option 10, surprised ZOC's, you or the CW can put the Belgian CAV in Brussels and the two INF in 1234. With this set-up,

Germany can take Antwerp, Liege and Brussels but the two Belgian INF can't be attacked on the surprise impulse.

It is a good idea to start with the transport in Syria. Transport the INF there to the Bay of Biscay and drop it off in Brest where it is then immediately available for your defence. The CW lands the Gort HQ and two land units in France to form the BEF. When Germany attacks Belgium the two CW land units can move in as well. Foreign troop commitment does not apply to major power units in minor countries so the CW can move any number of units into Belgium but if forced to retreat back into France, they will be subject to this nasty rule and may die so be careful.

The BEF and the Belgians will add four or five corps to the defence, and the INF from Syria another one. Place the Georges HQ in hex 1229 to reorganise the Paris and Lyon MILs.

You can get away with one corps in some hexes. Hex 1029 is the most defensible hex in the game; behind a river, behind a fort, and in a mountain! So you need only one unit there until the German PARA is on the board; even then, one unit should suffice until the Maginot line is abandoned or breached. Similarly you can defend the Italian border with only three or four corps. If necessary you can defend 0930 with one corps as it has a fort, is behind the Rhine, its forest reduces German air power and it can be attacked from only two hexes.

You will likely get favorable (poor) weather in November/December 1939 and January/February 1940, so if you can survive the first turn in good shape, your defence is a lot stronger.

Defence is easier if you play with artillery and divisions, and is helped a little by territorials. You now have three guns to aid your defence, a flak unit to help defend against air attacks, one more division on the map and one reserve GAR division. Then you can have 23 pieces for defence on turn 1 and 28 at the end of turn 2 if you build both MIL on turn 1, already a much more solid position.

Your last defence is around Paris. Here you try to keep the Germans from getting adjacent hexes, and then defend Paris with your strongest units; you will be pocketed, but can use Paris for supply. If playing with HQ support (option 13), place the Georges HQ behind the Seine adjacent to Paris to give defensive HQ support.

Syria is important as a gateway to Iraq, Iran, and the lend lease route through these countries to the USSR, and of course for their oil resources. Algeria is also very important as it has great defensive terrain and provides vital air bases for the Western Allies to control the Western Mediterranean.

You start with a good Moroccan INF which you want to move to Algiers to prevent Italy from conquering Algeria. If Italy is in Algeria, Allied counterattacks are much more difficult.

After France falls and assuming that your ploy of getting an appreciable navy for Free France succeeds, even your relatively small navy is usually your greatest contributor to the war. However, Free French land units and particularly INF are very valuable. The US is very restricted in action limits, so will want to use French land units on AMPHs and transports to invade or occupy while it is otherwise using a naval action. You must play on this. Actions are your most critical resource and the more you have the more you can support your allies. You must stress on your US friends that a French unit on a front is much more important than an extra US one on the same front.

If playing Deluxe a Free French transport can also be a priority build if you don't have one, although getting that many build points will be difficult and take a long time. But it is the only unit that can move your territorials and city-based volunteers from aligned countries.

At some point the CW and US should liberate Metropolitan France and you will start getting reasonable production. Build land or air units to complement your allies' efforts. Once again you are a prime recipient of loans, as your force pool has modern units and your reinforcements will enter the fray one or two turns earlier than the CW or US forces do and will not use up transport capacity. Then its time to go hunting.

China: Your most important goal is not to get resources, factories, or even objective cities. China has one overriding goal, to keep the

Japanese army engaged fighting yours so that it cannot be used in other theatres. Japan will often have 40-50 land units in play by late-1943, and usually about 60% are devoted to China. Although China often appears as a sideshow, the engagement of the Japanese army and the potential attrition it suffers at your hands, along with the resources and factories makes it a decisive theatre. You will almost always have the largest Allied army in Asia and the Pacific.

If China is conquered, Japan can release 20-30 corps. Then Japan proper can be a fortress with 10 corps, every key island will have two defenders and the Soviets can be held off until Germany is defeated. The Allies will have difficulty conquering Japan in this scenario, so the loss of China can be decisive. However, this assumes that Japan both defeats China and gets its army out. If Japan is deep in China and loses the ability to transport it out, even a victory there can be a hollow victory.

The war in China can cause Japan to be defeated overseas as its army is occupied against you, so can Japan simply ignore China?

Ignoring Hainan, China starts with 10 blue and four red factories and 10 resources. Japan has captured four blue and two red factories and three resources at the start of the campaign. Elsewhere, Manchuria has one red and one blue factory and three resources and Korea has a blue factory and a resource.

Japans starts with Korea and Manchuria aligned, so this theatre gives Japan five factories and seven resources at start. The factories may not seem so important, but since the resources can be raided to these factories, five don't need to be shipped.

If Japan abandons China outright, they will lose seven production points a turn, which would convert to about 250-300 build points over the course of the game. But that isn't all of it. You have another seven resources and two red factories they covet. If Japan decides they want to use their armies elsewhere and you can retake all of China plus Manchuria and Korea, Japanese production will be crippled; they now cannot build those land units, or if they do, they will not be able to stop the US advance and eventually will be defeated on land by attrition.

However, there often will be a point where Japan pulls back and while not abandoning China, will put up a defence on a smaller area and preserve its best gains, a perimeter similar to the one they use in the Pacific. This perimeter is based on a critical need for Japan, cost effectiveness, and works around a critical limit of theirs, in the form of a small force pool. At this point, you have to batter through the Japanese defence.

But long before then, Japan usually has two years where they have no other active enemies besides you, so you will be facing a much more powerful opponent with considerably greater production, as the distraction of war with the US seems deceptively far away.

A good set-up is crucial. Your front is very large and moving units from one sector to another is often not feasible given the terrain, weather, low movement of most of your forces, and supply considerations. You have virtually no air force and your units are slow. Weather will determine the likely course of the Japanese offensive turn to turn, but you cannot shift forces to meet each new axis of attack. Because of this lack of mobility, you must defend every sector. Your only real operational flexibility comes from the placement of reinforcements, and even this is limited by the paucity of cities, stacking limits, and the fact that you have little control over whether you are getting Communists or Nationalists.

In contrast, the Japanese can more quickly reinforce areas because of its navy and the railroad from Shanghai to Korea. It will place its forces at start to attack any weak points in the line you create, and can hold other sectors with garrisons. Further it can shift its aircraft to different sections quickly.

For these reasons, even though your army is larger initially, it will feel very weak. You do however have some countervailing advantages. Weather is often poor on half of the front, giving a reprieve to the defence. Second, there is considerable defensive terrain.

Until your superiority is substantial, always avoid the coast where Japan can use shore bombardment. Thus if you anchor your right flank

inland at Nanning, your initial front is roughly 12 hexes long: 8 from Changsha to A0641, and then 4 for the area between Changsha and Nanning. If you want to defend Chengchow, it is 13 hexes. Once Japan aligns Indo-China, your line usually expands two more hexes west to Kunming.

You have four Communist units; a common set-up is to put *Mao* and your GAR in Sian, your strongest army in A0638, and your other army in the mountain hex A0539.

If you play Classic, you have 15 additional corps. One has to be placed out of supply and separated in hexes A0640 and A0641, usually a CAV and weak INF. You can consider leaving A0641 vacant as its difficult for the Japanese to squeeze past while in supply.

With your 13 or 14 other corps, you have a few choices. You can put one to two each in the seven remaining hexes. However, it is common to put your other CAV in Nanning as it is not yet under threat, and perhaps one unit in A0533, since it is a mountain hex and can be attacked by only hex while the two forest resource hexes are held.

This line constitutes the first Chinese defensive position. Note that although A0435 and A0536 are clear hexes, they are good for defense. A0435 cannot be attacked from two hexes protected by Lakes Dongting and Honghu, and both are behind rivers. If you lose Changsha, your line can shrink one hex, but those lakes make the defensive line pretty strong even with clear hexes. A0536 is a critical hex, since it gets behind the Han Kiang river, so guard this with some of your best troops.

This leaves two additional corps. An aggressive set up is to place them in the mountain hexes A0333 and A0334. This set-up slows down any attack centering on Changsha or the resource hex A0433, and their zones of control slow down enemy movement; but they will then be less helpful for attacks in the north; this tactic should be changed to perhaps one hex if playing with Pacific and Asian ZoCs (option 9). This set up slows an attack on Changsha. Another promising idea is putting two units in Chengchow. These units are sacrifices, but cost effective

A third idea is to place the two corps in A0636. This defence helps prevent an attack on your vulnerable left flank where the Communist forces are initially weak; if Japan attacks that flank, you can have the Nationalists take over the defence of Sian and have the Communist army move left to defend Lanchow. Don't be afraid of switching cities, you control both factions and Sian can be given back should the situation prove favorable.

When placing your forces, since three of your MIL units (Shanghai, Canton, and Peking) will be removed from the map if taken as losses, make sure they are stacked with other units and not taken as losses if possible. So for endangered areas like setting up in Chengchow, if you use a MIL, use the Chungking MIL.

If you play with divisions, you get two more on set-up; and if you play with artillery, you get a gun. Finally if you play with warlords, you get four more units for defence. Even though their use is limited they are very helpful.

China needs to have a strong defence in all areas. Even if Japan can get units from three hexes in one attack, it will rarely get much better than 3:1 odds. Japan will often use HQs for support if you play with HQ support, so generally Japan can get one or two very good attacks a turn. When you defend in mountains Japan will rarely get better than 2:1.

In contrast if Japan can get 4 or 5 hexes on an attack, they can break your defence. They can then attack at very high odds, defeat your forces without being disorganised, and move on. In that case, they can potentially make attacks each impulse. Furthermore, if your line is broken and they move to your flanks, your lack of reserves and mobility makes it hard to contain. Your units also can be out of supply, so moving them will disorganise them. This then makes them easy targets and losing them doesn't generate a bonus build point. This is the key defensive principle; except in a rare case like defending Chengchow, avoid being attacked from four hexes, and try to avoid being attacked from three.

Unfortunately, you have little room to maneuver for the defence. All

of your critical cities are within three hexes of the Japanese start line, besides Chengtu which is four away. If a breach occurs, look to retreat as little as possible to contain it.

Usually the Chinese army 'slides' when a breach occurs, meaning each unit or stack moves one hex towards the breach. You often have a reinforcement behind the line but in the wrong place; then the units need to slide to incorporate the reinforcements. Note that sliding will often disorganise your units, so breaches by face-up Japanese units especially dangerous.

Japan will usually need three HQs to pose a credible threat across the line. Usually one is in the south (the Northern Monsoon weather zone) and the other two in the north. If Japan has only two HQs, you know that you can dramatically reduce the defensive forces allayed against part of the line.

Japan's first offensive is generally to pick up the two resources hexes (A0433 and A0632) in the south, and Sian in the north. The south is the most obvious target in the winter November/December and January/February turns, as the weather there is usually good and so troops can be moved into position. Fortunately it will take some time for the MECH to be in place. Your reprieves are usually in the July/August and September/October turns, but be careful – there often is at least one impulse of good weather for an attack even in these turns.

Sian obviously is a key target, probably your second most important city, and the north is an obvious area for initial concentration. You have to prepare for the worst. Most of your reinforcements will be Communists so Japan will want to attack while they are weak.

Japan always wants to flank the line, but needs that initial breach. They can accomplish this with offensive points, or sometimes with lower odds attacks that simply chip away at your defence and take advantage of your inability to reinforce easily, or simply get a good roll. Japan will often make low odds attacks and take losses with MIL units.

If your initial line falls, your second line goes from Kunming through the mountain line in front of Chungking, an all mountain defensive line. Alternatively, you can try to hold Kweiyang also. This is a very strong line, but this position leaves you with four resources. Therefore, once again Japan can try to crack it through attrition as your production is low.

If the second line falls, then you are usually left defending the key cities, Chungking, Lanchow, Chengtu, and Kunming, which are, other than Kunming, clear hexes. Fortunately Japan may have trouble keeping supply helping you stave off complete collapse.

If things are bad you may be in a position to surrender which will give the USA an extra 25 US entry shift. Despite this benefit, a Chinese surrender is a very bad outcome. China loses all of its objectives, resources, and factories, and the release of the Japanese army occurs. While you survive you will still be tying down lots of enemy troops and can retake the production centers when the Japanese withdraw. You may even be able to get lend lease to keep up the fight.

The war in China can go many different ways. The key factors are usually how much ground you lost in the first two years, how much force Japan has fighting the Soviets and how large an army Japan leaves behind once at war with the US and CW.

Your attack route depends on opportunity, but clearly the Communists will strike in the north. For the Nationalists, areas of concentration can be aiding the CW by trying to clear Burma, opening up lend lease to you. A second line of attack to take the resource in Hanoi and potentially move toward Saigon. The obvious route is toward Shanghai, placing aircraft there to attack Japanese convoys or even strategically bombing Japan.

If playing City based volunteers the ultimate fantasy scenario is to liberate Singapore from the Japanese and help yourself to an excellent Singapore MECH corps. Kudos to the first Chinese player who achieves this magnificent stunt.

With all of these, the primary objective is to entertain and wear down the Japanese. In the counterattack stage you will often have about

eight build points plus bonus and loans, and in classic you can build out most of your force pool by mid-1943. So keep attacking, and rebuild losses. You are not known as zombie China for nothing and can be a real pain to the Japanese by the end of the game.

The war in China is one of the most difficult to characterize since its strategic direction depends largely on how much commitment Japan puts into it. The best strategy is to plan for the worst, and assume that Japan will use most of its power to defeat you for at least two years, and if it makes substantial headway, it will continue to press. Like most powers in **World in Flames**, though, the inflection point separating when you should be fighting for survival and when you should take the offensive can be subtle. China can appear to be in a position where it is fighting desperately for survival, or in a position where it is building faster than taking losses and pressing. More so than perhaps any other power, China will shift its production and strategy as the fortunes of the war change.

USA: The burden of winning the game for the Allies is largely in your hands. The US decides how much force goes into Western Europe vs. the Pacific; how much lend lease goes to the CW, the USSR, and France or Free France; and where and when the US/CW attacks will come in Europe. For the Allies to win, all the Axis countries must be defeated or reduced to a nubbin. Many games are lost or drawn with an over-commitment to one theatre and not enough force on the other.

For your early production, you are in the ideal position of being able to build for the long-term. Build your navy early since the most powerful ships take two years to build, leaving faster-production land and air units for later (and waiting for better units to enter your land and air force pools). You have the luxury of being able to do this, unlike your CW ally who needs fighting strength right away. The one automatic build is the CV *Hornet* on the first turn.

You also have to decide whether to build your battleships right away. You will want some good fast battleships but not at the cost of carriers TRS or AMPHs.

However, it is also a good time to build units you are certain you will want, like HQs, PARAs, and MARs. Another priority is to have units in place for the initial Japanese assault, and a third priority is to be ready to fight in Europe once in the war.

If you play with gearing (option 38), always have enough ships built to be able to purchase the four *Essex*-class carriers in J/F 1941, and again to finish them in N/D '41. Besides these, if you have spare build points and you play with pilots, you may want to build pilots early because unlike your other pieces, pilot quality doesn't improve. Therefore they are cost effective early; you will eventually need a great many of them. If you play with separate carrier planes (option 45) then you want to keep up production of these; you want your best planes for these carriers.

So pre-war, you need lots of CPs, a bunch of transports, a few AMPHs, garrisons for the Pacific, a few troops to be ready to fight in Europe under most circumstances (more in a Sea Lion), *Essex* carriers and the CV *Hornet*, maybe a few battleships and cruisers, and if you play with them, maybe oil wells, synth plants and shipyards. You will also want to keep up carrier plane production. You should still have enough build points to start getting your air and land units built to some degree.

Your wonderful land-based aircraft are your main instrument of victory. When 1942 and 1943 come around, you will be filling the skies with aircraft. Production will then be quite a bit different. You will however need some land-based air units in Pearl Harbor before the war starts to protect this vital base.

Next, the most direct way to help your allies early while still neutral is to play US entry options that are directly helpful to your allies already fighting. Give priority to getting US entry at 15 against Germany and Italy to play resources to western Allies. Build up a reserve of 15 spare convoys available by the time you have the ability to play option 21, Reflag merchant ships. An even greater bargain is option 16, gift of destroyers, which gives production to the CW without costing you any. If you play option 25 (repair western Allies' ships), again having build points available for this purpose is a

priority, allowing the CW to save build points. Options 15, 16, and 25 allow you to aid the CW without needing convoys. In a similar vein, try to reduce resources to Japan as priority US entry options.

During the pre-war phase you should minimize the probability of a successful Japanese invasion of Pearl Harbor. It can be hard to stop especially on the surprise impulse and even harder if Japan uses offensive points for simultaneous land, air and sea actions. If Japan sends two MAR corps and a division from Kwajalein and Majuro (P1324), they can get 12 attack points; adding nine to 11 shore bombardment, as well as air support and ground strike. All this in a surprise impulse has a high probability of disrupting the defenders and gives them a really good shot of taking Pearl.

Losing Pearl Harbor is a severe loss; your fleet is overrun on a surprise impulse, which causes dramatically more damage than a port strike. It is also a strategic loss as Pearl Harbor is a good base for the early war. The best defense you can usually get is 12 with your 6-strength GAR and *MacArthur*; if playing with divisions or artillery add one of them to the defence which should get your strength to about 15. Note though that the extra unit will make the defense harder if it is successfully disrupted in a ground strike. *MacArthur* is a good defender as he is white-print, and if you play with emergency HQ supply he can provide temporary supply to any cut-off defenders.

This is a 'high risk' move for Japan but their gain from success is far greater than their loss on failure, so defend with all forces available. If you play with artillery, put anti-air and flak guns in the adjacent island as well.

In **WIF**, both Europe and the Pacific matter for victory. There are as many objectives in the Pacific as Europe. Although Kwajalein, Truk, and Rabaul are all objectives, taking them does not have an appreciable impact on production or the military capabilities of the forces available besides your ability to attack convoys, although it does get you closer to your ultimate goal, defeating Japan. In contrast, fighting Germany reduces their ability to advance on the Eastern Front, strategic bombing reduces production, advancing gains factories and resources and conquering Italy removes substantial Axis production and units. Therefore, Europe first is more common, matching the strategy used in the actual war.

The argument for 'Japan first' is concentration and efficiency. Most of your early game builds will be naval units; later in the game you can churn out aircraft and land units. Therefore, you may be able to defeat Japan in detail and have time to get back to finish off Europe when you have a large enough army to do so.

Japan first usually means that the USSR, the CW, and you concentrate on defeating Japan. This requires that the USSR hasn't been hurt too much and is able to defend well against Germany, and that the CW still holds Egypt and Gibraltar and is fairly comfortable with the submarine war; at least this is the ideal scenario. The point being that the Italian navy and air have little to do as neither you nor the CW contest the Mediterranean at sea. It also helps if China is holding.

The USSR attacks Manchuria in force. The CW moves most of her carriers and substantial surface units to India or Trincomalee. You will be using a bypass strategy, taking the strategic islands heading right to Japan, or taking Manila, the most important hex on the Pacific map. Use all of your MARs and two to three HQs in the Pacific. After about a year if all goes according to plan, Japan's production can be brought down to about seven to 10 PPs a turn if you can cut off Japan's convoys.

You do not need to over-commit to Japan in a 'Japan First' strategy. You need most of your navy, but you don't need that many land units. The US and CW should be heavily strategically bombing Germany and getting ready to hit Europe at the same time. Keep at least two AMPHs and about four transports in Europe between the CW and you, preferably more. Even with a Japan first strategy most of your builds from 1942 onwards are for the war in Europe.

Japan first is more common if Germany is doing a 1942 Barbarossa. In this case the USSR can start attacking Manchuria in 1941 without the German army at its door. The Axis probably have captured Gibraltar and Egypt, but the CW then fights the Italians in the Indian

Ocean instead of the Mediterranean, taking advantage of the poor range of the Italian navy. The Soviet strength makes up for the smaller commitment from the CW. In this scenario, counter-attacking in Italy is much harder but with a 1942 Barbarossa, the Soviets should be holding their own with less support required from her allies.

At the beginning of the game you usually prepare for war with Japan by building your navy; but now you have to start concentrating on Europe. You want to defeat Italy by the end of 1943 and Germany soon after if Germany conducted a 1941 Barbarossa. Europe first is logical since advancing in the European theater reduces enemy production and increases yours, unlike the Pacific front. And besides Russia might need all the help she can get.

A major danger of a Europe first strategy is that Japan will hold out until the end. It is important to begin the attrition of Japan even during a Europe first campaign. Both the CW and you should build subs, and you should seek bases from where they can strike Japan's convoy lines. Also give priority to building NAVs and enough fighter support that you can hold before you begin the big counter-attack. Leave two MAR and two AMPHs in the Pacific, and you should still have 10-15 land units devoted to this theatre.

A mixed strategy highlights your biggest weakness, action limits; by fighting in both fronts, you will have severe action limit restrictions. The most important benefit of a mixed strategy is flexibility – results never will go according to plan. With considerable forces applied to both fronts, strategic priority can be realigned quickly and new production and reinforcements can be sent to either front as needed.

A mixed strategy would usually have the marines in the Pacific along with two or three HQs, and your PARAs and the rest of the HQs in Europe. Mixed strategies unfortunately are not usually well suited to strategic bombing; you need forces acting on both fronts and air impulses will be rarer.

In order to optimize action limits, a mixed strategy often has the US and CW concentrating separately on their own fronts. Usually the CW is pretty much committed to Europe while the US will put about half of its effort against Japan.

The Pacific war has three main areas of focus. The first is the fleet war, which is usually dominated by carriers and land-based aircraft. Second is the convoy war; Japan needs convoys and the US and CW need to attack them, which can be decisive over time. You must defeat the Japanese navy to move forward and you must destroy their convoys to limit their production and ability to resist. Finally we have the operational aspect of the island hopping war. These three are strongly interconnected. You also have three critical strategic choices related to these areas of focus.

The most important ports are the multi-zone major ports such as Pearl Harbor, Truk, Rabaul, Brisbane, Manila, Hong Kong, and for the Indian Ocean, Trincomalee.

The two main areas of attack are to start from your base at Pearl Harbor and move to take the Gilbert Islands, then the Marshall Islands and especially Kwajalein. The attack can then go to the Caroline Islands (Truk) or the Marianas and retake Guam and capture Saipan, and potentially then on to Okinawa and straight to Japan; or Manila.

The alternative is to attack from the southwest, usually occupying or retaking the Solomon Islands and then attacking New Guinea. At that point you can move to Manila as above and/or to the Netherlands East Indies. Then move on to Formosa or directly to Okinawa.

A second strategic choice is related to the first – bypass vs. conquest. An issue with bypassing is that it is a 'victory or bust' strategy. If you bypass the key ports but land in and conquer Japan, you will capture all of the bypassed ports by way of conquest after you also take Manchuria, Formosa, and Korea. However, should the game end before Japan is conquered, a large part of that effort is wasted as you don't secure objectives.

Subs coming from US bases like Espiritu Santo or Midway have to cross three sea zones to get to the China Sea. Surface ships also will have trouble penetrating especially if you play in the presence of the enemy (option 17).

Nonetheless, subs are still among the most cost-efficient builds and US subs are quite good. Even if you only get to the 1 or 2 box, try to disrupt the Japanese convoys as much as possible. Send out large fleets into the China Sea and search each impulse you don't take a land, and you can still do considerable damage.

The third area of focus for the Pacific war is the strategy for island hopping. If you bypass, you are usually looking for lightly defended ports, so you often don't need substantial preparation. Once these ports are taken, you move in land-based aircraft. MAR are valuable for taking adjacent islands with land movement, since you will be taking a lot of land actions once the war in Europe heats up.

These ports can be taken in one impulse using a combined action, or two with a naval and then a land. However, directly taking defended islands takes more preparation.

If you do seek to capture bases head-on, Kwajalein is often an early target. This base is critical, it covers three sea zones, and it juts out into some of the most important ones. Taking it also creates a direct threat to Truk in the Caroline Islands.

You have some advantages here. You can always simply invade with MAR if you can get an attack. Alternatively you can start by going through Tarawa to Majuro or directly invade Majuro from the Christmas Island sea zone. Move an HQ to Majuro and then put three land-based aircraft and if you play with flying boats, one of them. You can chip away at Kwajalein by ground-striking with your land-based planes, so have a twin-engine bomber in the mix. Invade Majuro with MAR and on a subsequent impulse move them to an island between Kwajalein and Majuro, and send the HQ to Majuro.

You can then invade Kwajalein with two INF from AMPHs (and a division if playing with them) and bolster the attack by the MAR. With your carrier planes flying ground support and your battleships providing shore bombardment, you should be able to get close to 30 attack factors if you use offensive points.

Rabaul also has weaknesses that can be exploited, but will usually be a good candidate for bypassing. As a three-hex island you can land on New Britain adjacent to Rabaul or walk with MARs over from New Guinea. Unfortunately it is a mountain hex so it will be tough to overcome, and if Japan defends with its mountain unit (luckily Japan has only one) and say a 6-strength GAR, it could have a defense of 27.

Although the same method for taking Kwajalein can work here and there are adjacent land hexes for land units, having five to six land units including marines, a bunch of land-based air, and your main fleet can take three or four turns or more to set-up. It is often better to directly attack Manila; ironically, taking Manila will often cause Japan to recall its troops (particularly the MTN which it will want for Japan proper) and then you can take Rabaul more directly, particularly cutting it from supply.

Truk unfortunately is very hard to take. The adjacent islands aren't easy to access, since keeping supply through the Solomons is difficult. On the other hand if you capture Manila you are directly on Japan's convoy lines, you have plenty of bases for land-based air, and you are one sea zone from Japan itself.

Once in Manila or if you decide to use the Nimitz plan, you eventually need to invade Japan. Japan is a tough nut to crack since you won't be able to knock it out of supply, and fighting can be fierce with factory hex defense. The actual war plans of seizing Okinawa and the nearby islands, and then invading Kyushu is logical, with the same ideas; load up the land-based air, use multiple AMPHs, move an HQ right up to the invasion site and consider using offensive points on a land attack. Press forward to final victory.

If you implement a bypass strategy, it works best with the two service squadrons and a loosely defended Japan. If you move fast you can often get close to Japan while the Japanese army is still overseas. A good idea if you plan this is to destroy the Japanese AMPHs and transports when you get a chance; this will strand Kasigi's army in Asia and leave the defence of Japan solely to reinforcements.

Your ability to use your army has to deal with the logistical difficulties of ports to land, action limits to use them, and transport capacity. Is

your D-Day landing looking at putting 20 corps on the map in four turns? Then you need to have enough transports and ports. Without MARs (or SCS transport if playing DiF option 20) you can only land as many units initially as you have AMPHs.

To get more units including ARM and MECH ashore, have your HQs land on the coast and try to make some room to get more troops ashore quickly. They can then be used as mulberries to land your ARM and MECH which then attack towards ports to provide you with the operational space you need to deploy your army effectively.

PARAs can get into the fight easier and always build MTN so that they can land by air transport. If you play with artillery and/or divisions it is often easiest to land these units since each hex can have three units.

Drive towards Paris under your air umbrella, liberate France, and lend lease to them so they can build French units in Europe which do not require any shipping to commence operations. Before long you will be in Berlin discussing the carve up of the world with the Soviet Union.

24.5 World in Flames game series campaigns

24.5.1 Days of Decision ~ World in Crisis: Jan/Feb 1936 - Nov/Dec 1946

This is not the end. This is not the beginning of the end. *This* is the beginning of the beginning. Now is the moment that Fascism unleashes her claws. Can you tame the tiger? It is by *far* the biggest campaign. Take a packed lunch!

Note: this campaign requires Days of Decision III to be played!

First turn: Jan/Feb 1936

No. of turns: 66

Maps used: All

Initiative: Fascists +2, Communists +1, Democrats 0. You *do* roll for initiative on the first turn (see **DoD III** 16.5).

Last weather modifier: None.

War status: Italy is at war with Ethiopia (only). All other countries are neutral.

Entry Markers: Optional, see **DoD III** 15.10.

Reserves: No major power has called out their reserves.

Control: As specified on the maps except:

Austria and Czechoslovakia are neutral minor countries;

the Rhineland (all hexes in Germany west of the Rhine) is a neutral territory;

Ethiopia is a minor country directed by the Commonwealth;

Italy controls all hexes in Ethiopia more than one hex from Addis Ababa;

China controls all hexes in China, Nationalist China is aligned with Hainan, and Communist China controls Sian and Lanchow;

Lan Chow and Sian are communist controlled. All other Chinese cities are nationalist controlled.

Special Rules: Remove the Soviet HQ-I *Yeremenko* and all German SS units from the game.

Japan and the USA start with a trade agreement (see 5.1).

Players' notes: See **DoD III** 18

At start production:

China (PM 0.1) ~ 14 factories (14 in China), 0 oil, 11 other resources (10 in China, 1 in Hainan)

CW (PM 0.25) ~ 22 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India), 3 oil (1 in Canada, 1 in British Guiana, 1 in Burma) and 21 other resources (2 in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Br. Guiana, 1 in Cyprus, 2 in Malaya, 1 N. Rhodesia)

France (PM 0.25) ~ 14 factories (14 in France), 0 oil and 10 other resources (6 in France, 1 in Algeria, 1 in Indo-China, 1 in New

Caledonia, 1 in Senegal)

Germany (PM 0.5) ~ 17 factories (17 in Germany), 1 oil (1 in Germany) and 6 other resources (6 in Germany)

Italy (PM 0.33) ~ 11 factories (11 in Italy), 0 oil and 4 other resources (3 in Italy, 1 in Sardinia)

Japan (PM 0.33) ~ 17 factories (14 in Japan, 1 in Korea, 2 in Manchuria), 2 oil (+2 from USA) and 8 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, +2 from USA), -1 bp to USA

USA (PM 0.05) ~ 40 factories (40 in the USA), 15 oil (17 in the USA, -2 to Japan) and 23 other resources (24 in the USA, 1 in Philippines, -2 to Japan), +1 bp from Japan

USSR (PM 0.1) ~ 31 factories (24 in the USSR, 7 in Ukraine), 10 oil (10 in the USSR) and 20 other resources (17 in the USSR, 3 in Ukraine)

24.5.2 Operation Star Spangled Banner (America in Flames): Jan/Feb 1947 ~ ?

This campaign starts halfway through the America in Flames campaign (see 24.5.3). The Axis have gained a foothold in North America but need to triumph before the US develops the most secret of secret weapons.

Note: this campaign requires America in Flames to be played!

Players: Germany, Japan & Italy vs the Commonwealth & the USA.

First turn: Jan/Feb, 1947

No. of turns: variable (av. 19)

Maps used: North and South America

Initiative: Axis +1, Axis start with initiative.

Last weather modifier: None.

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

France and the Netherlands are completely conquered. All Commonwealth home countries except Canada have been incompletely conquered.

Ignore 19.7 & 19.8. Minor countries may only be aligned as per **America in Flames** Minor Influence step (see AiF 3).

Control: As specified on the map except that:

Germany has aligned Brazil, Portugal and Rumania, and has conquered British, French & Dutch Guiana, Newfoundland, Greenland, that part of Canada north of the St. Lawrence river and east of hex 15xx, hex 1562, and all islands in or adjacent to the Caribbean Sea (e.g. Bermuda, the Bahamas, Martinique etc.) except Haiti, the Dominican Rep. and Cuba.

Japan has aligned Peru and conquered Panama, Prince Rupert and every adjacent hex, Seward, and every originally French and Commonwealth (except Canadian) island west of the American coast.

The USA is aligned with Honduras and has conquered Mexico.

Brazil, Paraguay, Rumania and Portugal are full allies of Germany. Bolivia is +3, Argentina +6, and Venezuela +12 towards Germany.

Italy has aligned Spain. Uruguay is +3, Cuba +10, and the Dominican Republic +14 towards Italy.

Peru and Costa Rica are full allies of Japan. Chile is +5, El Salvador +8, Guatemala +11 and Colombia +14 towards Japan.

Honduras is a full ally of the USA. Ecuador is +5 towards the Commonwealth.

Canada is the home country of every Commonwealth country.

Off-map production: Axis only, see AiF 5.1 and map.

Research: Allied Research is 120, Axis is 30. You need 50 for the A-Bomb and 250 for the H-Bomb.

Special Rules: Reference to "Caribbean" in the set up means any friendly controlled hex adjacent to a hexdot in the Caribbean Sea.

While neutral, Venezuela has a trade agreement with the USA and the Commonwealth giving half its oil to each country per turn (see 5.1),

irrespective of where Venezuela's flag is on the Political Allegiance track (see AiF 3).

TiF option 30: (Oil) see 24.5.3.

TiF option 54: Scrap all off-map Allied TERR. Scrap all TERR of a country when an allied major power first builds it (see 13.6.5) or sets it up from its force pool (e.g. if Maria (randomly) builds and places on the production spiral an Italian off-map Egyptian TERR, Heinz must immediately scrap all German Egyptian TERRs).

TiF option 55 & 59: Scrap all warlords and off-map CBVs.

Victory conditions: See AiF 7.

CW (PM 1) ~ 7 factories (Canada), 4 oil (1 in Canada, 3 from Venezuela) & 5 other resources (Canada)

USA (PM 1) ~ 46 factories (44 in the USA, 2 in Mexico), 22 oil (17 in the USA, 2 in Mexico, 3 from Venezuela) & 25 other resources (24 in the USA, 1 in Mexico)

Germany (PM 1) ~ 54 factories (2 in Brazil, 2 from Argentina, 50 off-map), 12 oil (1 in Port of Spain, 1 from Argentina, 10 off-map) & 35 other resources (1 in Peru, 1 in Brazil, 1 in Dutch Guiana, 1 in Brit. Guiana, 0.5 from Bolivia, 30 off-map)

Italy (PM 1) ~ 15 factories, 5 oil (all off-map) & 6 other resources (1 from Cuba, 5 off-map)

Japan (PM 1) ~ 29 factories (1 in Peru, 3 from Chile, 25 off-map), 6 oil (1 from Colombia, 5 off-map) & 19 other resources (1 in Peru, 3 from Chile, 15 off-map)

Players' notes: See 24.5.3 but note both sides long term strategies are already in place.

24.5.3 America in Flames Grand Campaign ~ May/Jun 1945 ~ ?

You've crushed the Russians, that was the easy bit. Now comes the hard part....

Note: this campaign requires America in Flames to be played!

Players: Germany, Japan & Italy vs the Commonwealth, Free France & the USA.

First turn: May/Jun, 1945

No. of turns: variable (av. 30)

Maps used: North and South America

Initiative: Axis +2, Axis start with initiative.

Last weather modifier: None.

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

France, the Netherlands and all Commonwealth home countries except Canada have been incompletely conquered.

Ignore 19.7 & 19.8. Minor countries may only be aligned as per **America in Flames** Minor Influence step (see AiF 3).

Control: As specified on the map except that the Commonwealth controls Greenland.

The Netherlands is a full ally of the Commonwealth. Its home country is Dutch Guiana.

Canada is the home country of every Commonwealth country. The French home country is French Guiana.

Rumania and Portugal are full allies of Germany. Spain is a full ally of Italy.

Off-map production: Axis only, see AiF 5.1 and map.

Special rules:

While neutral, Venezuela has a trade agreement with the USA and the Commonwealth giving half its oil to each country per turn (see 5.1), irrespective of where Venezuela's flag is on the Political Allegiance track (see AiF 3).

TiF option 30: (Oil) Use this chart instead of 10.3.

Major

Action chosen (x 1/10ths oil)

Power	Naval	Air	Land	Combined	Pass
Germany	10/14	9/12	12/15	10/14	0
Italy	9	6	6	7	0
Japan	15	6/9	5	9	0
CW	10/7	6	7	7	0
France	5	2	3	3	0
USA	15/10	9	11	12	0
If there are 2 numbers, the first is up to the end of 1947, while the second is used from the start of 1948.					

TiF option 54: Scrap all off-map Allied TERR. Scrap all TERR of a country when an allied major power first builds it (see 13.6.5) or sets it up from its force pool (e.g. if Maria (randomly) builds and places on the production spiral an Italian off-map Egyptian TERR, Heinz must immediately scrap all German Egyptian TERRs).

TiF option 55 & 59: Scrap all warlords and off-map CBVs.

Research: Allied Research is 45, Axis is 30. You need 50 for the A-Bomb and 250 for the H-Bomb.

Victory conditions: See AiF 7.

At start production:

CW (PM 1) ~ 7 factories (Canada), 5 oil (1 in Canada, 1 in Port of Spain, 3 from Venezuela) & 7 other resources (5 in Canada, 1 in Brit. Guiana, 1 in Dutch Guiana)

Free France (PM 1) ~ 0 factories, 0 oil & 0 other resources (it can only get better from here surely!?!?)

USA (PM 1) ~ 44 factories (USA), 20 oil (17 in the USA, 3 from Venezuela) & 24 other resources (USA)

Germany (PM 1) ~ 50 factories, 10 oil & 30 other resources (all off-map)

Italy (PM 1) ~ 15 factories, 5 oil & 5 other resources (all off-map)

Japan (PM 1) ~ 25 factories, 5 oil & 10 other resources (all off-map)

Players' notes: This campaign is the ultimate invasion game. World in Flames has many invasions mostly in the Pacific but these are nearly all for island strongholds rather than **America in Flames** where the Axis have to not only successfully land on, but conquer two continents. This campaign will test all aspects of your skill.

Germany: You are faced with the greatest invasion in alternative history and it's not going to be easy.

Your first decision is what to spend your political points on. As you can see from the map, there are countries (like Argentina) who like you and others (like Brazil) who don't. A safe approach is to support the latter to guarantee a base in the new world to launch your drive on Washington.

But remember there is no such thing as a permanent friend, only permanent interests. So even though it can be very expensive a swoop on a major country like Brazil or Mexico could dramatically ease your panzer's entrance into the plains of Texas. Of course you need to co-ordinate your political plans with your allies to ensure you don't work at cross-purposes.

Your initial production (along with your allies) *must* be to build lots of ships particularly the vital CVs, AMPHs and TRSs. You don't need any land units at start, what you need are ships and planes, go mad.

As to your initial invasion plans, if you try to go straight at the heart of the beast you will almost certainly fail. Just as the USA did in the Pacific historically you will need to island (or continent) hop to ensure you have the airbases to sustain your assault.

The key objectives initially are the oil wells, particularly Venezuela and British Guiana. This is another reason to try to influence Brazil, Haiti, Panama or even Venezuela itself. Until you take the oil wells you always risk running out of oil if playing with **TiF option 30** (which I strongly recommend).

After you have secured a solid base in South America you need to

strike out in several directions, attacking (slowly) northwards through Panama towards Mexico, through the Caribbean into the deep south of the USA and northwards via Greenland into Canada.

The object is to stretch the Allies to breaking point. Don't put all your eggs in one basket as a single approach can be easily blocked particularly if you are going through the ice and swamps of the north or the jungles of the south.

After you get ashore in the USA your biggest targets are the research centres. You must stop the US developing the hydrogen bomb and the quickest way to do that is to make it very expensive for research. Co-ordinate with your Japanese allies as 3 of the 5 research sites are in the west. Once you have secured those you are 90% on the way to victory and you can mop up the last resistance at your leisure.

Japan: You need to be careful at the start as the Allies (assuming they control Panama) have the advantage of interior lines and can send their entire navy through the canal to crush you. This is a major reason it might be worth your while to concentrate your political points on Mexico and Panama. Although unlikely to get either if you do get one, you are a huge step towards a quick victory. Alternatively, if you prefer the safe approach, Chile and Peru offer good prospects but they are a long way from the main front.

Your initial approach is more sensible via French Polynesia and the Marquesas. They are unlikely to be garrisoned and are convenient no matter where you intend to attack (bar Alaska).

Although your navy is the most powerful of the Axis, your army is fragile, so beware of getting bogged down in a ground war in America without Allied support. Just as the US can do at sea, they can do at land, defending in the east to crush you in the west.

This is the major reason a campaign in Mexico can be very beneficial. You can attack in the west with Germany or Italy attacking in the east, thus not allowing yourself to be isolated.

When you do go out on a limb and attack the USA or Canada directly ensure you have plenty of reserves to follow up the invasion and base at least part of your strike on good defensive terrain that you can pull back to if you get too hard-pressed.

When you do get ashore, just as the Germans your primary objective is the research centres and the secondary objectives Allied factories and resources (particularly oil). Once these are secured, victory will be swift.

Italy: You are the smallest of the Axis allies, but vital nonetheless. The Germans will want to absorb you into their military-industrial complex, ignore them. By all means you need to co-ordinate with them but you have your own political objectives, a large navy and a reasonable army, particularly when including your Spanish allies.

And this is the main reason to maintain a continuous Italian front. Your Spanish allies can't co-operate with the Germans (just as the Rumanians can't co-operate with you) so its pointless mixing the forces higgeldy-piggeldy.

This doesn't mean you go off half-cocked by yourself and you may well have to form part of a German front when invading the USA itself, but until then your troops are just as good at island hopping as the Germans and even afterwards you want to form a coherent flank rather than being subsumed into the Wehrmacht.

USA: Well you tried your best but Europe and Asia fell to the fascists nonetheless, but it's no time to mope, you have to pull your socks up and save the world with your technological wizardry.

Politically, you *must* control Panama and you *must* ensure Mexico remains at least neutral. Anything else is an epic fail. After those vital objectives have been secured Brazil and Venezuela are your next biggest political targets. It's not as much in your interests to go after countries that like the Axis with the possible exception of Argentina due to its large force and irritant into the back of the Axis.

You should also spend several political points to keep some units hidden in setup. You will have a number of holes in your continental defence at start, and even though hiding a couple of stacks of elite units makes the holes even bigger, it means that your enemy has to constantly worry that if they land on the wrong spot you will crush

them like bugs.

Your initial production is very tricky. If playing **SiF option 5** you have dozens of carriers you can build that in 10 turns may well stop the Axis cold. But 10 turns are a long time to not have any armies or air forces and you might find the enemy well ashore and capturing all your ports while you are still fitting out your carriers. I'd recommend a more balanced approach getting lots of cheap land units on the map as soon as possible to chock up the enemy's tank tracks while building your excellent air force and navy as allowed.

But remember your other key buy is research and I recommend 2 die rolls per turn. 1 only gives you an average of 5.5 research points a turn, 2 increases it to 7.15 but 3 only increases it to an expected average of 7.975 and I don't think it's worth that extra 5 build points to increase your research by 0.8.

As to countering the invasion, be cautiously aggressive. Don't commit your fleet until the Axis have committed the bulk of theirs and then strike hard with everything you have got at an isolated portion of their navy.

Use interior lines. If you control Panama, it is an excellent base to threaten both the east and the west (although this will leave north Canada exposed)

Do the same on land. If they foolishly attack independently, weaken everywhere else so you can concentrate and crush them. Destroying a beachhead will usually stop the enemy for a year which may be the difference between victory and defeat.

Once they get ashore in strength, concentrate on defence. Don't attack unless you are guaranteed an easy victory, you simply cannot afford to have your army disorganised.

Defend your research and production centres and tell your scientists to double all production!

Commonwealth: You are the junior brother in this alliance against darkness but are powerful nonetheless. Your main role is to protect Canada and British Guiana and the vital Venezuelan oilfields, an excellent investment for Allied political points but not yours. It's worthwhile to do a deal with the USA where you will support Mexico and the US supports Venezuela, as this is the best use of both your money.

Your navy can rarely risk itself in operating independently and needs to co-ordinate with the US but your land forces are large and will be expected to take a large part of the burden.

Your production should be based around air force and land units with some spent on carriers but like the US there may not be much navy left when they finally come off the slipways after two years. Of course repair all your damaged ships thought, they are a good use of build points, particularly early when the navies are evenly matched and the Axis starting in their European lair.

When called upon, come to the aid of the US in the USA but don't go too far afield as like the Italians with the Germans it makes more sense to be a coherent front (for HQ reorganisation even if you are not so concerned about co-operation). You never know with a doughty arm you may yet convince the USA in your joint hour of triumph that they will be welcomed back into the arms of the British empire.

Rule Britannia!

France: Fight hard and die well!

For more tactical tips, please check out the **World in Flames** campaigns, particularly those set in the Pacific.

24.5.4 Patton in Flames: WW III in Europe ~ May/Jun 1948 ~ Jul/Aug 1953

This campaign concentrates on the cockpit of World War III, Europe and the middle east. It only requires half the space of the full campaign game but still gives much of the tension that would have occurred had the ultimate catastrophe happened during the Berlin airlift crisis.

*Note: this campaign requires **Patton in Flames** to be played!*

Players: The USSR (Communists) vs the Commonwealth, France, Italy and the USA (Democrats).

First turn: May/Jun 1948

No. of turns: 32

Maps used: East and West Europe and the American mini-map.

Initiative: Communist +2, the Communists start with the initiative and must take the first impulse.

Last weather modifier: None. The die-roll for the first impulse of the game is a '10'.

War status: All major powers are neutral. On the first impulse of the game the USSR must declare war on the Commonwealth, France, Italy and the USA who are all surprised that impulse.

No major power may align or declare war on Iran.

Control: As specified on the map except that:

the USA has conquered West Germany (including Berlin) and Libya and is aligned with Austria (west of the start line) and Israel;

the USSR has conquered East Germany, East Prussia, eastern Austria (east of the start line), Estonia, Latvia and Lithuania and is aligned with Albania, Egypt, Jordan, Syria, Lebanon, Rumania, Hungary, Bulgaria, Poland and Czechoslovakia;

the Commonwealth is aligned with Belgium and the Netherlands;

Bessarabia, the Finnish borderlands and East Poland are part of the Soviet home nation;

The Dodecanese Islands (E1813) are a Greek territory; and

Silesia is part of Poland, South Dobruja is part of Bulgaria & Transylvania is part of Rumania.

Production: All major powers start with a production multiple of 1.

Off-map Production: The Soviets have 4 factories, 7 oil and 9 resources off the eastern map edge of the East European map.

A-bomb Research: USA: 120, USSR: 60

Special Rules:

Set-up

Scrap all Australian and New Zealand units.

Politics

The Russian player may allocate Chinese Communist political points as usual.

You may still influence off-map minor countries but the only benefit is their production. Even then, you are assumed to only be able to transport their resources to their factories (e.g. gaining India on your side would gain you 3 build points per turn, with its remaining resources lost).

All aligned minor countries which have flags are considered full allies of their controlling major power.

Baltic access

On turn one only, Soviet naval units may enter or exit the Baltic regardless of the control status of Kiel, Copenhagen, or Oslo.

Germany

See **PatiF** 11.3, Special Rules.

Activity Limits & Passing

If every major power on your side (neutral and active) chose a pass action, subtract 1 from your die roll.

Co-operation

The USA co-operates (see 18) with the French, Commonwealth and Italians. No other major powers co-operate with each other.

Intelligence (KiF option 41)

The Russian player receives 2 free intelligence rolls per turn and Bletchley park is no longer operational.

Victory condition objectives: Commonwealth ~ 12, France ~ 5, Italy ~ 4, USA ~ 13 and USSR ~ 7.

At start production:

USSR (PM 1) ~ 37 factories (23 in the USSR, 1 in Austria, 1 in Rumania, 1 in Hungary, 4 in Poland, 3 in Czechoslovakia, 4 off-map), 12 oil (2 in the USSR, 3 in Rumania, 7 off-map) and 25 other resources (8 in the USSR, 9 off-map, 1 in Hungary, 1 in Bulgaria, 3 in Poland, 2 in East Germany, 1 in Czechoslovakia)

CW (PM 1) ~ 22 factories (17 in the UK, 2 in Canada, 2 in Belgium, 1 in the Netherlands), 5 oil (1 in Canada, 1 in British Guiana, 3 from Venezuela) and 13 other resources (2 in the UK, 5 in Canada, 1 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 1 in Belgium, 1 in the Netherlands, 1 in Dutch Guiana)

France (PM 1) ~ 14 factories (France), 0 oil and 8 other resources (6 in France, 1 in Algeria, 1 in Senegal)

Italy (PM 1) ~ 11 factories (Italy), 0 oil and 4 other resources (3 in Italy, 1 in Sardinia)

USA (PM 1) ~ 45 factories (40 in the USA, 5* in Germany), 22 oil (17 in the USA, 1 in Austria, 1 in Germany, 3 from Venezuela) and 29 other resources (24 in the USA, 5 in Germany)

* ~ 3 factories in Berlin are isolated

Players' notes: See PatiF 11.3.

24.5.5 Eagle vs the Bear ~ Patton's dream: Mar/Apr 1945 ~ Jul/Aug 1948

This campaign assumes that Roosevelt and Churchill agreed to Patton's plan to deal with the Russians now while the Western Allies are still in Europe fighting the Nazis and Germany becomes a pawn in an even wider war.

Note: this campaign requires *Patton in Flames* to be played!

Players: The USSR, Communist China and Japan (the Communists) vs the Commonwealth, France, Nationalist China and the USA (the democracies).

First turn: Mar/Apr 1945

No. of turns: 20

Maps used: All

Initiative: Democrat +1, Democrats start with initiative.

Last weather modifier: None.

War status: The Commonwealth, France and the USA are at war with Germany and Japan. The USSR is at war with Germany. Nationalist China is at war with Communist China and Japan.

Control: As specified on the map except that:

the USA has conquered Sardinia, Sicily, Italy (south of the 1945 start line), Iwo Jima, the Marianas Islands, the Marshall Islands and Germany (west of the 1945 start line) and is aligned with Brazil, Iceland, Greenland, the Philippines, 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;

the Commonwealth has conquered Iraq, Italian Somaliland, Libya and Eritrea and is aligned with Belgium, Ethiopia, Faroe Is. and the Netherlands;

Japan has conquered China (east of the 1945 start line), Hong Kong, 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, 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 and every hex adjacent to these cities;

the USSR has conquered Germany, East Prussia and Hungary (all east of the 1945 start line), Albania, Estonia, Latvia, Lithuania, & Iran and is aligned with Bulgaria, Greece, Rumania, Poland and Yugoslavia (both east of the 1945 start line);

Germany has conquered the Netherlands, Denmark, Norway, Poland and Yugoslavia (west of the 1945 start line), and is aligned with

Czechoslovakia, Hungary (west of the 1945 start line) and Italy (north of the 1945 start line);

Bessarabia, the Finnish borderlands and East Poland are part of the USSR home nation; and

South Dobruja is part of Bulgaria & Transylvania is part of Rumania.

Production: All major powers start with a production multiple of 1.

A-bomb Research: USA: 80, USSR: 20

Special Rules:

The USSR may choose any action type (see 10.1) on the first impulse of the game (not just combined or pass).

Germany

All countries that start the game under German control may be liberated (see WiF 13.7.5) when conquered by the Democratic or Communist major powers except for Germany itself which can only be conquered and never liberated. Once liberated by one side, they may only be conquered by the other and not liberated (e.g. Vienna is occupied by the USA who then liberate Austria. Subsequently, the Soviets occupy Vienna and conquer Austria)

All German units that start the game in West Germany, the Netherlands, Italy, Austria, Denmark and Norway are set up and controlled by the Soviet player. They move and fight in the Communist player turn. All German units that start the game in East Germany (including Berlin), Czechoslovakia, Hungary, Yugoslavia, Poland and East Prussia are set up and controlled by the US player. They move and fight in the Democratic player turn.

German units move and fight normally except that they may never cross a national boundary if this means that they would change control (e.g. you can't move German units from East to West Germany or vice versa).

Immediately before you resolve a land attack against German units where you have obtained odds of at least 1-1 (i.e. after the odds ratios are determined but before rolling dice ~ see 11.15.5) roll one die for each defending German land unit and compare it to the following table:

German defection table	
Attacking major power	Die roll
Commonwealth	3
France	1
USA	4
USSR	2
Die roll modifiers (cumulative):	
+1 if the defending hex contains an SS unit	
-2 if the defending unit is out of supply	

If your modified roll is less than or equal to the above number, the German unit defects. If more than one major power is attacking, use the lowest of the above numbers (e.g. the Commonwealth and US are attacking an SS unit and would need to roll a 1 or 2 for the unit to defect).

If any German unit remains, resolve the combat normally. If none (including any notional unit) remain, the combat is automatically successful as if you had rolled a 10 on the 5-1 combat table (allowing a blitz result if you are fighting on the blitz table).

All defecting units are placed on the production spiral to arrive as reinforcements in the following turn in the home country of the major power that the unit defected to. If more than one major power attacked, they defect to the major power with the highest number in the above table (e.g. continuing the above example, if the SS unit did defect it would defect to the US, not the Commonwealth).

All defecting units are treated as units of the major power that they defected to for all purposes with the following exceptions:

- (a) when destroyed, they may never be rebuilt;
- (b) they may never co-operate with any other major power; and
- (c) they must always remain stacked with a unit (land, air or sea) of

their controlling major power. If for any reason they do not, they are immediately destroyed.

All German units are hostile to all other major powers. Both sides may attack any German units (even those you control), and they can defect to either side. You may also have the German units you control attack non-German units that you control (though if you do you lose the game immediately due to stupidity!).

Note that only German land units can defect. Their naval units and aircraft units may not. All destroyed German land, air and naval units are permanently removed from the game.

PatiF Option: HQ units never defect.

Germany has no production and may not produce any units.

German land units suffering a 'B' result (see 11.15.5) arrive as (German) reinforcements in East Germany if attacked by a Communist major power and West Germany if attacked by a Democratic major power. They are placed in an eligible city by their controlling major power.

Co-operation

The USA co-operates (see **WiF** 18) with the French and the Commonwealth. No other major powers co-operate with each other.

Politics

All aligned minor countries which have flags are considered full allies of their controlling major power. India, Pakistan, North Korea and South Korea do not exist as independent countries. You can't buy influence in any of these countries, nor any countries that are aligned or conquered at the start of the game.

Soviet Conquered Unformed Minor Countries

Egyptian, Israeli, Indonesian, Jordanian, Lebanese, Syrian, Pakistani, Vietnamese and North and South Korean units are not set up at the start of the game and are unavailable to any major power until the following occurs.

Albania, Egypt, Estonia, Hungary, India, Indonesia, Jordan, Latvia, Lebanon, Lithuania, North Korea, Syria and Vietnam may each be established as a minor country aligned with the Communist major power that has conquered it and spends 10 bps in the production step. Place that minor country's available MIL in their city and all other of its available units to the controlling major power's force pools (in India's case, removing them all from Commonwealth control, even those on the map).

Israel, Pakistan and South Korea may each be established as a minor country aligned with the USA if a US unit occupies its capital with an in-supply land unit and spends 10 bps in the production step. Place that minor country's available MIL in their city and all other of its available units to the US's force pools.

Intelligence (KiF option 41)

The Russian player receives 2 free intelligence rolls per turn and Bletchley park is no longer operational. The Chinese intel marker is Communist Chinese which receive 1 free intelligence roll per turn. The Nationalist Chinese cannot gain intelligence, however they are still eligible to benefit from allied major power intelligence gathering, see 13.6.11.

Victory condition objectives: Commonwealth ~ 29, Comm. China ~ 3, France ~ 8, Japan ~ 2, Nat. China ~ 1, USA ~ 20 and USSR ~ 7.

At start production:

USSR (PM 1) ~ 37 factories (31 in the USSR, 1 in Rumania, 1 in Hungary, 1 in Yugoslavia, 3 in Poland), 16 oil (10 in the USSR, 3 in Rumania, 3 in Iran) and 28 other resources (20 in the USSR, 1 in East Germany, 2 in Poland, 2 in Yugoslavia, 1 in Greece, 1 in Bulgaria, 1 in Hungary)

Japan (PM 1) ~ 20 factories (14 in Japan, 2 in Korea, 2 in Manchuria, 2 in China), 4 oil (NEI) and 14 other resources (1 in Japan, 1 in Formosa, 1 in Korea, 3 in Manchuria, 5 in China, 1 in Hainan, 1 in Vietnam, 2 in Malaya)

Com. China (PM 1) ~ 2 factories, 0 oil, 2 other resources (all in

China)

Nat. China (PM 1) ~ 5 factories, 0 oil, 3 other resources (all in China)

CW (PM 1) ~ 24 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in India, 2 in Belgium), 8 oil (1 in Canada, 1 in Burma, 1 in Brit. Guiana, 2 in Iraq, 3 from Venezuela) and 22 other resources (2 in the UK, 3 in Australia, 5 in Canada, 4 in India, 2 in South Africa, 1 in Brit. Guiana, 1 in Cyprus, 1 in N. Rhodesia, 1 in Belgian Congo, 1 in Dutch Guiana, 1 in Belgium)

France (PM 1) ~ 14 factories (France), 0 oil and 9 other resources (6 in France, 1 in Algeria, 1 in New Caledonia, 1 in Senegal)

USA (PM 1) ~ 43 factories (40 in the USA, 2 in Brazil, 1 in Italy), 20 oil (17 in the USA, 3 from Venezuela) and 28 other resources (24 in the USA, 1 in Brazil, 1 in Sardinia, 1 in Italy, 1 in West Germany)

Player's Notes:

Communists: The Communists have a tough row to hoe at the start of the game. The Soviets have more Germans on their front than the Democrats do and the Germans are less likely to defect to the Communists than the Democrats. However, they must still try to attack as many Germans as quickly as possible not only to gain a lot of defecting Germans but also to liberate as many minor countries as possible.

You want to set up one or two German corps in Norway and Denmark to make life as hard as possible for the Allies in any invasions they might try. The rest of your Germans need to set up in West Germany, Italy and the Netherlands to slow up the Democrats as much as possible. Always stack the German corps two high if possible to minimize the number of automatically successful Democratic attacks. If you can throw in enough aircraft to get the odds of any attack below 1-1, by all means do it as this will mean that the Germans units under attack will not defect.

As for your own units, you want to set up your European units in assault formation (ARM, Mech and Mot stacked together) to maximize the number of blitz-able stacks you can create.

Once you have busted through the screen of Germans you must then decide whether you are going to try to continue your offensive into Western Germany. Alternatively, you could screen the Democratic major powers from any further advances there while you turn the bulk of your forces elsewhere, either south into the Middle East, rich in both oil and objectives, or to help your allies out in China and the Pacific.

One trick is to leave an enclave of Germans in Kiel protected and bypassed by Soviet forces. You can then use your Soviets to protect the German fleet from land attack. Of course, the Allies will eventually destroy them by invading Kiel directly, but this could be costly in losses, and could allow the German fleet to cause substantial damage in the meantime.

Regardless of which you choose, you should set up at least one TRS or Amph in Vladivostok to enable your troops to move into the Pacific to slow up any US drive there.

The Japanese initially face overwhelming US air and sea power and must react to US and Commonwealth threats across the Pacific. However, as the pressure is reduced in China, you can beef up your forces in the Japanese home islands to ward off any Operation Olympic, or even use them offensively to grab back territory from the impudent US player. This can be particularly effective late in a turn after the bulk of the US fleet has sortied.

Protect your navy at all costs. Just having a Japanese fleet in being is invaluable in tying down US and Commonwealth ships, limiting the number of offensive sorties they can launch.

As for the Communist Chinese, they should try to expand southwards as rapidly as possible in conjunction with the Japanese army to maximize the amount of territory you can occupy in South East Asia before the bulk of the US Pacific forces can be deployed against you.

As to political advice, please see Defcon `1's Player's notes (see 24.5.6).

Democrats: The Democrats have an easier time in Europe than the

Communists as the Germans are more likely to join your side against worldwide Communism. However, this is more than balanced out by the serious situation in Asia.

First off, you must try to maximize your advantage in Europe by launching as many attacks as you can against the Germans by the Americans only. You could also occasionally launch attacks by the Commonwealth if necessary and by the French only when you have high odds.

Once you have cleared out the Germans you are facing, you want to try to use your superior air force to help drive back the Russians from Central Europe. Be careful in your attacks though. The Russians outnumber you in land units, and if you lose too many units in attacks, having a large air force and navy is not going to be any help as their bases are overrun throughout Europe.

Even while contesting Soviet advances in Europe, you must still focus a large amount of materiel in the Pacific. Here, you have three major areas where you could intervene, China, Japan or Siberia. In China, your Nationalist Allies will be hurting badly under the triple hammer blows of the Japanese, Soviets and Communist Chinese. South East Asia is rich in resources and objectives and if you lose it all, it can be hard to reconquer.

However, since you do not co-operate with the Nationalist Chinese, effective intervention is difficult as you need to satisfy the Foreign troop commitment rule. It may in fact be easier to invade behind Japanese lines where you are not restricted.

A second option is to try to finish off the Japanese. This could be tough however as the Japanese are far from beaten and can reinforce with substantial units in Manchuria. However, if successful it will provide you with the greatest benefit as you could knock out a major power in one fell swoop.

An alternative is to invade Siberia directly. This can severely hurt Soviet production and reinforcement of China, while also allowing you to swing eastwards forcing the Soviets to rail troops to block you, or southwards to mop up the Kwantung army.

No matter which option you go for, any invasions will require naval moves that will slow down your drive in the European theatre of operations. Whenever possible, try to move everything in one naval move, leaving the rest of your turn free for land impulses.

Just as in **World in Flames**, you can also minimize any co-ordination problems this might cause, by having the Commonwealth and French doing a land when the USA does a naval and vice versa. This allows you to plug any gaps or have your allies do the invading off your ships, all in the one impulse.

Finally, you may want to accelerate units, particularly your aircraft units. It is amazing how dominant those post war aircraft can be when faced with piston engine opponents.

Good hunting!

24.5.6 Defcon 1 ~ WWII: May/Jun 1948 ~ Jul/Aug 1953

This is it, the horror of the cold war suddenly goes hot across the globe. The politicians have failed, can you succeed?

*Note: this campaign requires **Patton in Flames** to be played!*

Players: The USSR and Communist China (the Communists) vs the Commonwealth, France, Italy, Nationalist China and the USA (the democracies)

First turn: May/Jun 1948

No. of turns: 32

Maps used: All

Initiative: Communist +2, Communists start with the initiative.

Last weather modifier: You do not roll for weather on the first impulse. The weather is fine everywhere as if you had rolled a '10'.

War status: The Commonwealth, France, Italy, the Soviet Union and the USA are neutral at set up. However their units may be set up in their controlled minor countries. In the first impulse of the game, the Soviet Union must declare war on the Commonwealth, France, Italy, and the USA. Nationalist China is at war with Communist China.

Indonesia is at war with the Netherlands.

Control: As specified on the map except that:

the USA has conquered West Germany (including Berlin), Japan (and all her territories except Formosa, Hainan, Manchuria and Korea) and Libya and is aligned with Austria (all mountain hexes and west thereof), South Korea, Israel and the Philippines;

the USSR has conquered East Germany, East Prussia, Austria (east of the Austrian mountains), Estonia, Latvia & Lithuania and is aligned with Albania, Bulgaria, Czechoslovakia, Egypt, Indonesia, Hungary, Jordan, Lebanon, Mongolia, North Korea, Poland, Rumania & Syria.

the Commonwealth is aligned with Belgium and the Netherlands;

Communist China is aligned with Vietnam and controls all hexes in China and Manchuria within the 1948 Communist Chinese borders;

Nationalist China controls all hexes in China and Manchuria not controlled by Communist Chinese, and is aligned with Formosa and Hainan;

Manchuria is part of the Chinese home nation (both Nationalist and Communist);

Bessarabia, the Finnish borderlands and East Poland are part of the Soviet home nation;

the Dodecanese Islands (E1813) are a Greek territory;

Silesia is part of Poland, South Dobruja is part of Bulgaria & Transylvania is part of Rumania; and

Burma, India, Pakistan and Ethiopia are neutral minor countries. Burma political costs are the same as Siam except for the CW; the political cost for the CW is 4 not 3.

Production: All major powers start with a production multiple of 1.

A-bomb Research: USA: 120, USSR: 60

Special Rules:

Baltic Access

On turn one only, USSR naval units may enter or exit the Baltic regardless of the control status of Kiel, Copenhagen, or Oslo.

Germany and Japan

Japan and Germany begin the game conquered. Neither East nor West Germany have a capital at the start of the game, but are instead considered conquered territories.

During any production step that every factory in Germany (both east and west) or Japan is controlled by one major power, that major power may liberate that major power (note this means Japan may be liberated in the first turn provided all the factories remain under US control). It costs the liberator 50 build points to liberate Germany or Japan.

The liberated country becomes a major power controlled by the liberating player. All hexes controlled by the liberator in the liberated major power revert to its (Germany/Japan's) control. Political points gained as a result of atomic weapons used against the liberated country accrue to the liberating major power. All units included in the game belonging to that country from that year or earlier are now available and the country is treated as a normal major power for all purposes (e.g. it has separate production, its blue factories are usable, its action limits are as per the Major Power Activities limits chart etc.). All partisans in that country are immediately removed and only appear in future turns in that country in hexes controlled by an enemy major power. The liberated Major Power starts with a gearing limit (WiF Option 39, see 13.6.8) of 0 for every unit class.

PatiF Option: You do not add the SS units to the German force pools when you liberate Germany.

Italy

Italy is conquered in the same manner as every other major power (i.e. when Rome and every printed Italian factory is controlled by a Communist major power).

Communist Chinese activity limits

Communist Chinese activity limits are the same as the Nationalist Chinese.

Co-operation

The USA co-operates (see **WiF** 18) with the French, Commonwealth and Italians. No other major powers co-operate with each other.

Politics

All aligned minor countries which have flags are considered full allies of their controlling major power.

Vietnam and Indonesia

Vietnam (Indo-China) and Indonesia are minor countries in which enemy major powers partially occupy them at the start of the game. These enemy major powers start the game only controlling the hex that their units occupy. Vietnam and Indonesia are only conquered when every city and port in their country is enemy controlled. Furthermore, their partisans may be placed on the map in any hex in their home country (even friendly controlled hexes).

In their home country, if all their land units in a hex being attacked are *face-up*, those units may retreat before combat (immediately after an attack is declared against them). If they do, there is no combat die roll and the attack is treated as if the attacker had rolled a “-/R*” result (i.e. they cannot retreat into an enemy ZoC unless they retreat onto a friendly land unit, they are turned face-down after the retreat, the attacker may advance after combat etc.).

Vietnamese, Chinese and Indonesian partisans

Vietnam’s (Indo-China) partisan number is 6 (not 3).

The Vietnamese, Communist Chinese and Indonesian partisans were very effective throughout the post-world war II era. To reflect this their partisans have benefits not available to other countries.

Whenever two of their partisans are stacked in the same hex at any time during a production step, the player controlling the partisans may destroy these two units and replace them in the same hex with an INF, MIL or GARR belonging to that minor country. These units are like any other unit of that country requiring supply to move and fight without restrictions etc.

Intelligence (KiF option 41)

The Russian player receives 2 free intelligence rolls per turn and Bletchley park is no longer operational. The Chinese intel marker is Communist Chinese which receive 1 free intelligence roll per turn. The Nationalist Chinese cannot gain intelligence, however they are still eligible to benefit from allied major power intelligence gathering, see 13.6.11.

Victory condition objectives: Commonwealth ~ 21, Comm. China ~ 5, France ~ 7, Italy ~ 4, Nat. China ~ 1, USA ~ 22 and USSR ~ 10.

At start production:

USSR (PM 1) ~ 42 factories (31 in the USSR, 1 in Rumania, 1 in Hungary, 4 in Poland, 1 in Austria, 1 in North Korea, 3 in Czechoslovakia), 17 oil (10 in the USSR, 3 in Rumania, 4 in Indonesia) and 29 other resources (20 in the USSR, 2 in East Germany, 3 in Poland, 1 in Bulgaria, 1 in Hungary, 1 in North Korea, 1 in Czechoslovakia).

Comm. China (PM 1) ~ 0 factories, 0 oil, 4 other resources (1 in China, 2 in Manchuria, 1 in Vietnam)

Nat. China (PM 1) ~ 16 factories (14 in China, 2 in Manchuria), 0 oil, 11 other resources (8 in China, 1 in Hainan, 1 in Formosa, 1 in Manchuria)

CW (PM 1) ~ 23 factories (17 in the UK, 1 in Australia, 2 in Canada, 2 in Belgium, 1 in the Netherlands), 5 oil (1 in Canada, 1 in British Guiana, 3 from Venezuela) and 21 other resources (2 in the UK, 3 in Australia, 5 in Canada, 2 in South Africa, 1 in Brit. Guiana, 2 in Malaya, 1 in Cyprus, 1 in N. Rhodesia, 1 in Belgian Congo, 1 in Dutch Guiana, 1 in the Netherlands, 1 in Belgium)

France (PM 1) ~ 14 factories (France), 0 oil and 9 other resources (6 in France, 1 in Algeria, 1 in New Caledonia, 1 in Senegal)

Italy (PM 1) ~ 11 factories (Italy), 0 oil and 4 other resources (3 in Italy, 1 in Sardinia)

USA (PM 1) ~ 51 factories (40 in the USA, 5* in West Germany, 5

in Japan, 1 in South Korea), 22 oil (17 in the USA, 1 in West Germany, 1 in Austria, 3 from Venezuela) and 31 other resources (24 in the USA, 1 in the Philippines, 1 in Japan, 5 in West Germany)

* ~ 3 factories in Berlin are isolated

Player’s Notes:

Communists: The Communists have a much easier time of it in Europe in this campaign. Not only are there no Nazis left to worry about, but you start on the Elbe with minimal corps facing you. You really need to go all out in those first two turns slashing and burning in all directions. Use your offensive chits aggressively, the first one in the first impulse. The question is how?

One possibility is to use it in an air action, to disrupt as many NATO corps as possible before destroying them gradually during the rest of the turn.

The second approach is to use it in a land action to double 10 (using Zhukov) attacking corps. This should see at least 6 Democratic corps destroyed in the first impulse (out of their 10 starting in Germany). However, as you only get 4 air missions in a land action, the rest of the NATO forces are free to flee across the Rhine.

Possibly the best solution is to use it in a combined action allowing your subs to hunt Democrat convoys, your aircraft to disrupt all their land units, and your land units to destroy all remaining opposition. As the disrupted NATO units cannot move for the rest of the turn, you can mop them up at your leisure. Finally, all your remaining aircraft can rebase to the front at the end of the first impulse, allowing them to continue the offensive in future impulses.

Once you have destroyed the Democrat’s initial defense line, you must push on ruthlessly. You will need to cross the Rhine, Meuse and Dyle before you can use your superior forces in the plains of Central France. Feel free to use your second offensive chit to increase the odds of paras attacking across the Rhine to help you breakthrough this vital barrier.

If you do bust into France, you must decide whether to continue into Spain or Italy. As Gibraltar is so important, I recommend you screen Italy until you have reached the Mediterranean. However, if the Italian forces are weak, you should veer southwards to knock them out of the game.

If you get stopped, you might look to go over to the defensive in Western Europe over the winter of 1948/49 to allow you to conquer Turkey and the middle east, areas easy to attack and hard for the Democrats to defend.

In China, the Communists should have sufficient firepower to knock out the Nationalists, particularly with the aid of partisans. However, if the Nationalists set up in Mukden, you will need your Soviet Allies stationed in Siberia to send an expeditionary force southward to dig them out. Remember that this will require an HQ (due to the Foreign troop commitment rule), but the earlier this is done the better as it allows the Soviet HQ to then rail westwards to help the drive on the Rhine.

After you have secured China, you shouldn’t stop but should continue to head southwards until all the lands of Asia are freed from the talons of western imperialists.

Democrats: The Democrats have some severe problems at the start of the game as they have dozens of places they need to defend (Germany, France, Italy, Netherlands, Belgium, Israel, Turkey, China and potentially Pakistan), with minimum land forces to do it with.

Your first priority must be West Europe. Every spare corps must be thrown into the cauldron as quickly as possible. Your set up units must set up in forests and cities wherever possible to minimize overruns. Also set up corps either on the coast or next to each other to minimize being placed out of supply particularly by the 2 Paras that the Soviets start the game with.

Even with these precautions your losses are going to be considerable. With whatever you have left, try to scuttle across the Rhine and hold every hex, even with only one corps if necessary. If the Soviets cross this barrier, the French are going to be in serious trouble.

All you can do if this happens is build lots of militia and pray for bad weather. Once the winter of 1948 arrives, you should be given enough respite to reform your shattered lines.

Your big advantage is your navy. Use it aggressively. Your CVs provide excellent air cover allowing you to reduce the odds of most attacks. Furthermore, the Soviets may well end up being victims of their own success particularly if their advance leaves their aircraft out of range of the action.

As for your Italians, they will be hard pressed just ensuring the political integrity of Italy and cannot be expected to provide support elsewhere, except for their navy which can help to escort your convoys.

If you do manage to stabilize in Europe, look at making invasions anywhere where there is 5 or more feet of sand. The Communists control a lot of coastline and most of it is pretty well undefended. If you invade sufficiently far enough away from their main concentrations of units, you might be able to destroy their reinforcements as they are railed to the front piecemeal. Furthermore, if the Soviets weaken their front lines sufficiently, this might allow you to bust your way back into Central Europe.

One great place to provide support is Israel. With the addition of just a couple of corps, your combined US/Israeli army should be able to knock out the Egyptians, Jordanians, Syrian and Lebanese, securing the Middle East as well as threatening a drive through Iran into Russia.

In the east, you need to be a lot more cautious. The Nationalist Chinese can very rarely afford to launch attacks against anyone other than the odd weak partisan. Furthermore, you will need to ask the USA to send an expeditionary force comprising an HQ and several corps into mainland China to garrison your factories and resources, hunt down partisans and provide front line support against the Communist Chinese (hey, I never said this was going to be easy).

If you fail in this task, you might find that all of mainland Asia is lost to you, making it a very hard road back. As you need to capture objectives to win, the more you lose, the harder your task will become.

Politics: Patton in Flames provides an exciting political system that makes every game different. At the start of the game, every major power has points they can spend to bring minor countries on to your side or stop them from going on to your opponents. The Allies with their big economy will eventually be able to get many minors on their side, but the Communist blitz in the early stages can give them the critical minors they need for an overwhelming victory.

A conservative Soviet play might see the Communists gain the Yugoslavs, or stop the Turks joining the Allies. Both of these will have immediate benefits in either widening the main front, or removing the requirement for screening troops against the Turks.

A bolder play is to save all your points on the first pre-set up round for a massive blitz on one or two key minors on the second, and they don't come any more key than Spain or Switzerland. If the Soviets get either of these two minors to mobilization level on the first turn of the game, either France or Italy will be outflanked, outmaneuvered and destroyed piecemeal. If Spain goes, Gibraltar might also fall in the first impulse. Spain and Switzerland are expensive to manipulate, but the reward could be immense.

The only way to stop this is for the Allies to play conservatively by using their political points in both rounds in dribs and drabs, some in Switzerland, some in Yugoslavia, some in Switzerland and some in Turkey, all to stop these minors mobilizing. Even if you don't get them on your side, you must at least stop them becoming Communist. At the same time, you must still leave some points over for the countries that give you economic benefits such as Venezuela, Brazil, and Mexico, or strategic benefits such as Central America, or both as in the case of Sweden and Norway. A very tricky balancing act.

During the game, you want to spend your points judiciously, buying minors who will give you the maximum economic benefit for the minimal outlay. With this, you can then start influencing others. Remember, even if you only influence a minor by +3, the natural movement will sooner or later have it as one of your best friends.

25. Players' and Designers' Notes

25.1 Players' notes

These players' notes refer to **World in Flames**. For winning tips on the other games in the series (**Days of Decision**, **America in Flames** and **Patton in Flames**) please check the rules in those games.

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, the Collector's edition has been heavily play tested for the last 10 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 campaigns. 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, Soviet production increases when she is at war with Germany, 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 or paradrops.

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 fewer 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.

There will be approximately 5.6 impulses in Jan/Feb, 6 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. 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

The key to the naval system is 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 number 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 opponents ignore your task forces, then they carry out their missions, gradually nibbling away at their 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 bombers 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.

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 it doesn't cost an air mission and 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 their 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 CL 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 their 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 defence. 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 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 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 once managed to lose 8 million tons of Commonwealth shipping within the first 24 months of the war. As I had only replaced one 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 bombers 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 bombers should be saved solely for defensive ground support. Your fighters should be used to intercept your enemy's bombers (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. 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 bombers in reserve for defensive ground support just in case the attacks go badly wrong.

Now for some **tactical** hints.

At 3:1 straight blitz, the attacker has only a 30% chance of not being disrupted. Even worse, if you have disrupted one defending land unit, you now only have a 40% chance of coming through unscathed. It is only by disrupting 2 defenders that the chances of not being disrupted increase to 50%.

Thus it is 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.

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 (assuming the defender does not have the choice), 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 fine, 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 paratroop into Salonika. Unless the Germans react immediately, another air transport and bomber 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 bombers 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 bombers in defensive ground support, try to lower the odds to 2:1 assault or 1:1 blitzkrieg to maximise the chances of disrupting the attackers. 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.

Firstly, 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. 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 2 to 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 paratroop. 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 air transport in the land movement step, and then fly an air transport or paratroop mission in those steps. Thus, you can camouflage your intentions by keeping your air transports 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 Collector's edition is very dynamic. 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).

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 (if playing option 39) carefully. What your opponents are building provides clues about their objectives. If their infantry limits, say, are low, you can target them, 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 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.

If you are playing with the optional oil rule (something I highly recommend), 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.

US Entry

The distribution of US entry markers 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 markers' 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 '1'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 markers in an entry pool, you want Allied aggression to be at a minimum 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 declares war with their carrier fleet in the Europe, at least you won't be surprised.

Unfortunately Roosevelt 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 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 markers 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 mid-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 marker usually has more effect than the loss of an entry marker, but both can hurt. Sometimes though, the loss of a tension marker 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 points

Offensive points represent agglomerated supplies, materiel, reserves, replacements, and logistic support that can give your campaign some real punch. They should be used prudently. In some cases, offensive points 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 points 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 energeise a couple of corps, watch them bust a hole through the line, then move to energeise 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 used offensive points in their drives across France and Eastern Europe during the later stages of the war.

Russia in particular should be ready to play offensive points for land actions on successive impulses 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 reorganisation cost to reorganise as many units as possible in order to keep your offensive running.

Next, offensive points 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 energeise a fleet at sea 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 reorganise most of your planes that fly (due to the reorganisation 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 massive breakthrough.

The last use for your offensive points is to reorganise your HQs. This can be invaluable for Germany or Russia, if all their HQs are face down and their front immobilized.

Italy, France, and China benefit less from offensive points 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 use of offensive points should weigh the expected gains versus the cost. Remember, the cost is not merely in build points ~ it is also the threat of using the points in the future (which may be keeping your opponent's play properly respectful)!

Managing partisans

Partisans can be a real 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 – though they might create the Tito headquarters!

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. 6 garrison points can keep both countries under total control.

In using your garrison points, note that mountain and SS units have 2 points each. If playing with City based volunteers (see 22.8) those rubbish SS militia and garrisons Germany gets 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 18 units. Now, I'm not recommending that - 18 units is far too expensive - but you get the idea. A unit in Brussels and a unit in Lille (or Calais) and hex W1132 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.

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. It's 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 (Warsaw and Krakow) 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.

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.

This is no more true than in **World in Flames**. When I started this edition a decade ago I could see the golden hills in the far distance, the promised land of gaming nirvana. But we start in the lowlands amongst the scrub and desert, and many paths to our goal are covered with thickets, precipices and dead ends. And that whole line of hills looks promising, do we really need to go to that one there across the

ravine? Those hills to the left look just as cozy and the path to them far easier.

So the definitive Collector's edition of World War II is a recursive process of trial and error not only changing the path of the game but changing the goalposts themselves to make that path as easy as possible for all gamers particularly newcomers to the **WiF** game world.

Thus the game has been streamlined, synthesized and clarified. Every important rule has an example, many of them with colour graphics. Furthermore all the kits have been brought together into just 4, **Ships in Flames** if you are into ships, **Planes in Flames** if you are into aircraft, and **Divisions in Flames & Territories in Flames** to cover all the land aspects not covered in the classic game.

The rules comprehensively cover them all and all the counters included have been interwoven to all work together irrespective of what combination of expansions you decide to play. Furthermore every counter has its own personality now, having at least one of its 10 to 18 different values different to every other counter. And finally, all the counters in all the expansions have been designed to work with the other games in the **World in Flames** world; **America in Flames**, **Patton in Flames** and **Days of Decision III** and we have included 6 campaigns for these games in the setups (see 24.5).

World War II is a fascinating period of history to study. As you can see from the Historical objective chart, the Axis powers were crushingly ascendant in the early stages of the war (Sep 1939 to Nov 1941) only to collapse spectacularly in the last 14 months (June 1944 to August 1945). Why this occurred has occupied millions of pages over the years (see 26), Bibliography below for a very tiny sample). **World in Flames** is our version of that history.

The rules set that you have before you are the synthesis and distillation of more than 10 *million* person hours of playing **World in Flames**, both by ourselves and our customers over the last 32 years since the game's release in 1985. The feedback we have received from this incredible effort has resulted in the most comprehensive, consistent and clear **World in Flames** rules set ever devised. What follows is a precis of the rationale of the game's design and development.

First off, I should stress that the rules as written are merely the framework for a comprehensive game system. We have had many suggestions for additional optional rules and changes that we didn't include because there is already enough and at a certain point you have to close the gate if you are ever going to get the game published.

But you are very welcome to play the game anyway you want and explore different possible histories of the war. After all that is precisely the way that many of the rules, counters, charts and maps got included in the Collector's edition in the first place.

The first design decision is victory points. Here the system is simple and is based purely on the important strategic locations at the time. But the kicker is that only one player can win but that player can only come from the winning side. This brings an element of prisoner's dilemma into the game as you have to co-operate enough with your 'allies' to ensure your side wins, but not so much that one of them beats you. I feel that is a simple way of characterising the limited forms of jealous co-operation that each world leader grudgingly accorded their 'friends' during these years of crisis.

Another 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 overall 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 for all eventualities.

The antithesis of decision making is critical luck. Luck is OK if it is allowed to average out over time and can well simulate the inherent

vagaries of war. What is intolerable is critical luck, where one or two die rolls can dramatically change the game and we have wherever possible ensured luck has as little impact as possible (e.g. making weather impulse based rather than turn based).

Another way to ensure that dodgy dice don't trip you up is to mix 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 more likely be lousy.

Although critical luck is bad, I believe some luck is good, as it adds variety to the game and is a good way of showing conflict as it was always a chancy business ('no plan survives first contact' as our old mate von Moltke used to say).

We have enhanced this aspect of the game by basing all our tables on d10 dice. This allows greater discrimination in results, which requires players to make more nuanced decisions about where and when to attack.

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 have now collated them all into the one rulebook with many of those old rules and exceptions thankfully at last passed into distant memory.

Simulating all of World War II to a level of detail does entail a lot of rules. Thus, this emphasis on simplicity to make each rule as easy and consistent as possible and thus easy to remember.

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 (again hopefully simple) rules.

In this latest edition we have reduced 76 optional rules down to a low low 60 (I told you it was simple!) and all of them absorbed into the text of the standard rules so that you now only need to go to the one location in the rules to find both the standard and optional rule for all the **WiF** expansions and games.

I know this is disputed by some but we believe that by placing *all* the rules in sequence of play order it is easy to find that all important but obscure rule simply by going to the section in the rules where you are up to in the game. The rule will either be there or there will be a reference to where that rule is.

Another aspect of simplicity is we say everything only once. If we repeat the same rule it not only makes a large rulebook bigger, it means if the rule changes and you don't change every occurrence of the rule then you end up with contradictions. Instead we say it once and reference it many (hot-linked on the online living rules).

Finally, the Index & Glossary has been dramatically expanded to make cross-referencing even easier (again all hot-linked online).

Perhaps the least recognized aspect of design is the role-playing element. Although many historical gamers may dispute that, 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 activity limits of each major power gives them a hugely 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).

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, to give you the richest, most detailed and absorbing simulation of the Second World War you have ever played.

The components, as you can see have been dramatically improved in both their physical and graphical quality. The most obvious being the maps are now hard-mounted with beautiful graphics (and no more brain mountains). The counters are now die cut and made 25% thicker to become very tactile (along with playing with friends, the true joy of gaming).

As for the distribution and values of the counters, we have done thousands of hours research on all the aircraft, naval and land units included in the game and that has dramatically changed some values and many of the values to make it historically accurate technical data never before published.

As to distribution, there is no getting around the fact that all countries did not gear up production in some cases until 4 years into the war and that must be reflected in the game. This has been achieved by making the units become available at a much more realistic timeframe. What this means is that for the first couple of years into the game there is much less to build and you will see a lot more advance building than previously.

The extra cost of advance building represents the cost of researching the next model of plane, tank, artillery or ship. But on the other side of the coin, you are much more likely to get an excellent addition when you do pay the big bucks to accelerate the building of an advanced unit. Thus the constant tension in the game between quality and quantity that will dog you in your every production decision.

With naval units, there is also a dichotomy between **WiF Classic** and **Ships in Flames**. In CVs there is a 1:1 transference between the two (give or take the CVLs that most major powers get a plethora of in **Ships in Flames**), whereas for battleships there are 2 in **Ships in Flames** for each 1 in **WiF Classic** and for cruisers, both light and heavy, there are 4 times as many in **Ships in Flames** as **WiF Classic**.

This is the reason the values have to be different amongst the classes between **SiF** and **WiF**. And this is not to ignore the impact between the two with subs (again doubled if playing **SiF** as you add these counters to the **WiF** ones) convoys, transports and amphibians, all three of which you get more of but only the same amount on map (thus having the same 1:1 transference as the CVs).

Putting all these factors into the mix, you end up with approximately double the naval units being in play in **Ships in Flames** as opposed to **WiF Classic** (more or less given whether you are playing with **Cruisers in Flames**, **Convoy in Flames** and/or **Carrier Planes in Flames**, or not as the case may be) the best solution is to double the overall losses while also halving or making even cheaper the cost of building the **SiF** BBs, CAs, CLs and subs while ensuring the CVs, TRSs, AMPHs and CPs don't get whacked to the bottom of the ocean every turn. By a lot of juggling I think we have come up with the right overall feel even if the means to each end is vastly different.

The expansions' aircraft and land units are easier to integrate into the Classic game because they are all additions to the standard units rather than replacements. Even here though they provide ways of saving build points (e.g. pilots in **Planes in Flames**, taking divisions as losses in **Divisions in Flames** or getting freebie territorials and city based volunteers in **Territories in Flames**). Thus if you play with these expansions you will get more units with more variety and functionality in your force pools and eventually more of these units on the map,

Territorials represent colonial troops that you can use to bolster your regular forces while city based volunteers represent communities of your countrymen and women or other like-minded souls who you can exhort to volunteer into frei brigades that you can eventually amalgamate into often highly effective, highly disciplined and highly motivated forces.

While the units contained in the Classic game have availability dates mostly around the time-period of WWII itself, the expansions have increased their range of available units from the early 1930s to the early-mid 1950s. Thus now all the **World in Flames** series of games can be played with the Collector's edition units (and why we have included the 6 **WiF** game series campaigns in these campaign notes).

The other aspect to note about the counters is the richness of detail that each counter contains. The counters are each a half inch squared, of which 1/20th of an inch all around has to be left free for printer shift. That leaves an effective image area of only 4/10ths of an inch square or 0.16 square inch (1 square cm). The information on each Monopoly counter is 1, its look (a boot or a boat or whatever). Risk has 2, its colour and size. The average historical game has 5 (colour, NATO symbol, size, combat factor and movement factor). **World in Flames** units have a minimum of around 10 and I think (I haven't actually checked all 4800 counters yet) it goes up to 18 on some of the ships (image being one, availability date being another, where it sets up, first cycle cost, second cycle cost, time to build etc.) with an average of 13 per counter, or a total of 60,000 pieces of information. Compare that to those original 200 counter SPI games. They had a total of 1000 pieces of information on their counters, 1.5% the detail of **World in Flames**, all of it painstakingly researched.

Yet the counters are not cluttered. Some of the information is just a change in background colour or an image of a cloud or just its name and I hope the effort that has gone into their creation and production makes the game an aesthetically pleasing experience. Furthermore most of the information on the counter is either optional (e.g. jets) or just for reference (e.g. where to set up in 1939 or what kit the unit comes from) so again it's totally up to you how much detail you want to incorporate into your next game.

The maps too have been dramatically improved. In previous versions we used a combination of equal area and Mercator depending on the circumstances. Now wherever possible we have concentrated on making the maps as equal area as possible.

Of course no map perspective is perfect and we have made some compromises particularly over oceans to allow the land masses to look fairly realistic while retaining the correct relative differences between any two points.

Furthermore, anyone (including me) who has ever told you that each hex is x km/miles has been lying to you. By definition any hex game is going to have a 15% distortion when running a line along the grain as opposed to against it. If you were to travel north or south of any hex you will travel 15% less than if you move east or west. This tends to dwarf other much finer map discrepancies in the game. Thus I can only give a range of how far each hex is rather than a precise number.

Next we have to consider where do we concentrate the action? Here we have two competing axes, in Europe its Russia but in the Pacific its further south and also ranges over far greater latitudes depending on whether Japan is fighting China, the USSR or the USA.

In Europe the maps only range from 30 degrees north (Cairo) to 60 degrees North (Leningrad) but in Asia and the Pacific its more than 3 times the range; from 44 degrees south latitude (Wellington) to 60 north (Road of Bones). So basically we have taken a command decision to concentrate the European axis around the Russian front (the largest and longest campaign) and on the Pacific pretty much the middle of the map (around latitude 15-20 North) and we have modified the distances north and south fairly equally. Thus there are some distortions but we have kept them to a minimum on the critical fronts.

The biggest distortion percentage wise occurs around the bottom of the Europe map where east to west is 80-85 km a hex as opposed to the 72-75 km per hex on the eastern front, but considering the desert

of North Africa has much less terrain (not to mention much lower density of units) if we have to compromise anywhere Africa is the place to do it (you in effect get a little more speed down south).

As you will discover when you play the game, the overall effect of the changes has made Russia a much more fluid and dynamic cockpit of the war than in previous editions of the game while also adding interesting strategic puzzles in North west Europe, Asia and the Pacific.

Now to some particular design decisions expressed in the game systems themselves. The basic structure is based around the impulse and the view that if you concentrate your planning on one aspect (air, land or sea), you must by definition neglect another.

One reason the *Bismarck* was sunk was because OKM (OberKommando der Marine) was not only left to its own devices and ignored by the other services (particularly the Luftwaffe which could have provided vital reconnaissance and air support) but even the OKM itself had its attention divided because in two weeks time Germany was about to invade Russia in *Operation Barbarossa*, the greatest land campaign in history, and the OKM didn't want to be left out. The result was a hastily planned and poorly executed foray into the Atlantic that was doomed to failure before the *Bismarck* left port under-resourced and unsupported.

The next key aspect is the uncertain ending of each turn and the potential for the dreaded (or embraced, depending on which end of the sword you are) double move that can prise any front open like a can opener.

Unless you are playing **Option 34:** (Minimum impulses) you only get 1 guaranteed impulse a turn (and even if you are, you're only guaranteed 2). But you might get 10. It all depends on the weather, whether you pass and the dice Gods so you need to plan accordingly. It's designed so that summer turns are longer and you must use the most of them on the offense and retard as best you can on the defence. Winter and storm is when you can hopefully get some respite because it not only impedes their movement but reduces your opponents' quantity and quality of attacks as well.

Similarly US entry, while influenced by Axis and Allied actions is also a chancy business and is based on the view that the US simply couldn't turn from peace to war overnight but intermediary carrot and stick actions (US entry options) must be taken to ratchet up the pressure and gradually convince your people that occasionally, the imperative of war is necessary to save democracy.

One difficult aspect to simulate is the strategic convoy war that is best epitomised in the Battle of the Atlantic. We've tried many systems over the years and the version we have settled on for the Collector's edition can have lumpy results (no losses one turn, devastating the next) but the historical losses weren't smooth either and the overall loss impact is roughly comparable with the historical losses which can be very high if the Axis players are willing to put the effort in (and the Allies against the Japanese).

And this leads to another area difficult to emulate simply, oil consumption (**TiF option 30**). Previous versions of the game had a complex counting system that wasn't accurate (cost to rail, be ground struck and fight badly, but free for infinite movement and successful (breakthrough) combat). The new system is much simpler, you pay based on the sort of action you are going to do, naval, air, land or combined, and changes over time as you get more units. It is fairly coarse but easy to implement and funnily enough, based on each oil resource representing 400,000 tonnes of refined POL, 40,000 tonnes of oil consumed over 2 months by an aircraft, armour corps/army or WiF naval unit (or 20,000 for a SiF naval unit) works out at 1/10th an oil per unit (the default in **WiF** unless you do a major move which has the advantage of efficiencies of large forces).

So, how do all these enhancements to rules, counters, charts and maps play? Funnily enough, much like the **World in Flames** you know and love but hopefully with a lot less exceptions, fewer rules queries and more new strategies than stars in the universe. Even after another 10 million hours of playing we still will not have remotely discovered all the rich seams of play possible in the world's most amazingly detailed

game.

The result we hope and intend is to provide you a vastly improved, much more polished, beautiful and intellectually and emotionally enriching historical simulation of World War II.

World in Flames concentrates on the political, economic and military aspects of the greatest human caused catastrophe in history (to date) with more than 50 million killed and tens of million more wounded or made homeless. **World in Flames** is not about the morality of the war. But **World in Flames** is a study of the war and if it teaches us anything, it teaches that the politics of inclusion, even though it may take 5 years (or 50), in the end, will always beat the politics of exclusion.

Before I go, I'd like to thank everyone who has made this project possible including all the designers, developers, playtesters, editors, artists, printers and in particular Greg Pinder, Dave LeLacheur, Rüdiger Rinschardt, Andrew Rader, Bruce Jurin, Craig Walters, Nils Ulrik Andresen, Wendell Albright, Vince Velten, all our agents over the years (Dad, Uli, Beth, Jack, Patrice, Ray, Kandice, Eric and now Ben and Mark), my sister Belinda, my dear mum, my two kids Anna and Peter who star in the **World in Flames** video, all those in the credits (see 27) and finally my partner Cat who has been an enormous help over these last stressful years with her sage advice, contacts and bright ideas that have assisted in getting the world's largest, most comprehensive and challenging boardgame in history released.

Finally, a big thank you to you, for your support for our games. I hope you enjoy our 34 years of effort.

26. Bibliography

Special thanks to the professional staffs of the **Australian National Library**, the Research Centre of the **Australian War Memorial** (both in Canberra) and the **US Naval War College** (Newport, RI). Thanks also to our good friends, Bradley Perret and Jack Greene, for making available their extensive and esoteric personal collections.

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. These are the most important of the rest:

Alperovitz, G., **The Decision to use the Atomic Bomb and the architecture of an American myth**, Knopf, NY, 1995

Angelucci, E., **Combat Aircraft of World War II:1942-43**, Salamander, New York, 1988

Angelucci, E., **Rand McNally Encyclopedia of Military Aircraft**, The Military Press, NY, 1990

Austin, A. & Dicks, A., **Great Fighting Planes**, Chancellor Press, London, 1992

Bartholomew J., **Joseph's Reference Atlas**, Herbert Joseph, London, 1935

Beaver, P., **The British Aircraft Carriers**, Patrick Stephens Ltd., Wellingborough, 1987

Behrens, C. B. A., **Merchant Shipping and the Demands of War**, Her Majesty's Stationery Office, London, 1955

Bishop, C. (ed), **Encyclopedia of Weapons of World War II**, Barnes & Noble, New York, 1998

Breyer, S. (Kurti, A., trans.), **Battleships and Battlecruisers 1905-1970** (English ed.), Doubleday & Co., Inc., Garden City 1978 & Macdonald and Jane's, London, 1973.

Burt, R. A., **British Battleships 1919-1939**, Arms and Armour Press, London, 1993.

Burt, R. A., **British Battleships of World War One**, Arms and Armour Press, London, 1986.

Byrd, Martha, **A World in Flames: A Concise History of World War II**, Smithmark Publishers Inc., NY, 1992

Chant, C., **Air Forces of World War I & World War II**, Quatro Books, London, 1979

- Chesneau, R., **Aircraft Carriers of the World, 1914 to the Present**, Arms and Armour Press, Lond., 1984 & Naval Institute Press, Annapolis, 1984.
- Collier, B., **Japanese Aircraft of World War II**, Hutchinson, London, 1979
- Costello, J., **The Pacific War: 1941-1945**, Quill, NY, 1982
- Dear, I.C.B. (ed), **The Oxford Companion to the Second World War**, Oxford University Press, Oxford, 1995
- Dunnigan, J. F., **The War in the East**, NY, 1978
- Edwards, R., **Panzer, A Revolution in Warfare, 1939-1945**, Arms and Armor, London, 1994
- Ellis, J., **Brute Force: Allied Strategy and Tactics in the Second World War**, Andre Deutsch Ltd, London, 1990
- Ellis, J., **The World War II Databook**, Aurum Press, UK, 1993
- Fraccaroli, A., **Italian Warships of WWII**, Ian Allan Ltd., Shepperton, 1968
- Friedman, N., **US Aircraft Carriers**, Naval Institute Press, Annapolis, 1983
- Friedman, N., **US Battleships**, Naval Institute Press, Annapolis, 1985
- Friedman, N., **US Cruisers**, Naval Institute Press, Annapolis, 1985
- Fugate, B.I., **Operation Barbarossa: Strategy and Tactics on the Eastern Front**, 1941, Presidio, New York, 1984
- Gardiner, R. (ed.), **Conway's All the World's Fighting Ships**, (5 vols.), Conway Maritime Press, London, from 1979
- Garzke, W. H., and Dulin, R. O., **Battleships: Allied Battleships of World War II**, Naval Institute Press, Annapolis, 1980
- Garzke, W. H., and Dulin, R. O., **Battleships: United States Battleships of World War II**, Naval Institute Press, Annapolis, 1976
- Gibbons, T., **The Complete Encyclopedia of Battleships and Battlecruisers**, Salamander, London, 1983.
- Gilbert M. (ed.), **Marching to War: 1933-39**, London, 1989
- Gilbert M., **The Second World War**, Henry Holt and Company, Inc., New York, 1991
- Goralski, R. & Freeburg, R. W., **Oil and War**, William Morris & Co., NY, 1987
- Green, W., **Warplanes of the Third Reich**, Galahad Books, London, 1990
- Greene J., **Handbook on the Italian Army in World War II: 1940-43**, Cambria, 1988
- Greene J., Hitler strikes North: **The Nazi invasion of Norway and Denmark, 9 April 1940**, Pen & Sword Books, Barnsley, UK, 2013
- Greene J. & Massignani A., **The Naval War in the Mediterranean: 1940-43**, Chatham Publishing, London, 1998
- Griess, T., **Second World War in Asia and the Pacific**, Avery Publishing Group, New York, 1984
- Griess, T., **Second World War in Europe**, Avery Publishing Group, New York, 1984
- Guderian, H., **Achtung Panzer**, Cassell, London, 2007
- Gunston, B., **Combat Aircraft of World War II**, Lansdowne Press, London, 1978
- Gunston, B., **Illustrated Guide to German, Italian and Japanese Fighters of World War II**, Lansdowne Press, London, 1980
- Gunston, B. & Wood, T., **Hitler's Luftwaffe**, Salamander, London, 1977
- Harries, M./Harries, S., **Soldiers of the Sun: The Rise and Fall of the Imperial Japanese Army**, Random House, New York, 1991
- Hastings, M. All Hell let loose: **The World at War 1939-45**, Harper Press, London, 2011
- Hastings, M. Armageddon: **The Battle for Germany 1944-45**, Pan Books, London, 2004
- Hastings, M. **Nemesis: The Battle for Japan 1944-45**, Harper Press, London, 2007
- Higham, R., Greenwood, J. & von Hardesty, **Russian Aviation and Air Power in the Twentieth Century**, Taylor & Francis, London, 1988
- Hughes, T. **The Battle of the Atlantic**, Dial Press, New York, 1977
- Ireland, B., **The Rise and Fall of the Aircraft Carrier**, Marshall Cavendish, London, 1979
- Jentschura, **Warships of the Imperial Japanese Navy 1869-1945**, Naval Institute Press, Annapolis, 1977
- Kahn, D., **Hitler's Spies: German military intelligence in WWII**, Collier Books, NY, 1985
- Keegan, J. (ed.), **Times Atlas of the Second World War**, Times Books, London, 1989
- Kennedy P., **The Rise and Fall of the Great Powers**, NY, 1987
- Lamb A., **The Drift to War: 1922-39**, London, 1989
- Le Masson, H., **The French Navy** (2 vols.), MacDonald & Co., London, 1965
- Lenton, H. T., **German Warships of the Second World War**, Arco Publishing Co., New York, 1976
- Liddell Hart, B. H., **History of the Second World War**, Book Club Associates, London, 1973
- Lyon, H., **The Encyclopedia of the World's Warships**, Salamander, London, 1978
- Macksey, K., **Military Errors of World War II**, Arms & Armour Press, London, 1987
- Madej, W. V., **German Army Order of Battle: Field Army and Officer Corps, 1939-1945**, Game Publishing Co., Allentown, 1985
- Madej, W. V., **Japanese Armed Forces Order of Battle 1937-1945** (2 vols.), Game Marketing Co., Allentown, 1981
- Mallmann Showell, J., **U-Boats Under the Swastika**, Naval Institute Press, Annapolis, 1989
- Messenger, C., **The Chronological Atlas of World War II**, Macmillan Publishing Co., NY, 1989
- Meister, J., **The Soviet Navy** (2 vols.), Doubleday and Co., Inc., Garden City, 1972
- Mitchum, S. W., **Hitler's Legions: German Army Order of Battle World War II**, Leo Cooper, London, 1985
- Mollo, A., **The Armed Forces of World War II: Uniforms, Insignia and Organisation**, Orbis Publishing, London, 1981
- Mooney, J., **Dictionary of American Naval Fighting Ships** (8 vols.), Naval Historical Center, Department of the Navy, Washington, 1991
- Musciano, W., **Warbirds of the Sea**, Schiffer Publishing, Inc., Atglen USA, 1994
- Office of war information, **A war atlas for Americans**, Simon & Schuster, New York, 1944
- Overy, R., **Why the Allies Won**, London, Random House, 1995
- Parillo, M., **The Japanese Merchant Marine in WWII**, Naval Institute Press, Annapolis, 1993
- Perry, F. W., **The Commonwealth Armies: Manpower and Organisation in Two World Wars**, Manchester University Press, Manchester, 1988
- Pitt, B. (ed.), **History of the Second World War**, Purnell & Sons, Paulton, 1974
- Preston, A., **Aircraft Carriers**, Bison Books, London, 1979
- Preston, A., **Battleships**, Bison Books, London, 1981
- Raven, A. & Roberts, J., **British Cruisers of WWII**, Naval Institute Press, Annapolis, 1987
- Read, A. /Fisher, D., **The Deadly Embrace**, W. W. Norton, New York, 1988
- Rene, J. F., **Japanese Aircraft of the Pacific War**, Naval Institute Press, Annapolis 1987

Rose, A. J., (ed.) **The Macquarie Illustrated World Atlas**, The Macquarie Library Pty Ltd, Canberra, 1984

Sadkovich James J. **The Italian Navy in WWII**, Greenwood Publishing, Westport, 1994

Salmaggi, C. & Pallavisini, A., **2194 Days of War**, Gallery Books, NY, 1977

Seaton, A., **The Russo German War 1941-1945**, Presido Press, Novato, CA, 1993

Smith, P., **Cruisers in Action**, William Kimber & Co., Lond., 1981

Stanton, S. L., **Order of Battle: US Army, World War II**, Presidio Press, Novata, 1984

Taylor A. J. P., **The Origins of the Second World War**, Penguin Books, Middlesex, 1987

Taylor A. J. P., **The Second World War**, Penguin Books, Middlesex, 1987

Taylor, J. W. R., **Combat Aircraft of the World**, G. P. Putnam's Sons, NY, 1969

Terzibaschitsch, S. (Erenberg, H., trans.), **Cruisers of the US Navy 1922-1962** (English ed.), Naval Institute Press, Annapolis, 1984

Terzibaschitsch, S., **Aircraft Carriers of the US Navy**, Conway Maritime Press Ltd., London, 1989

Trevor-Roper H. R., **The Goebbel Diaries: 1939-1945**, Book Club associates, London, 1978

Trevor-Roper H. R., **Hitler's War Directives: 1939-1945**, Lond., 1964

Tuchman B. W., **Stilwell and the American experience in China 1911-45**: Bantam Books, NY, 1972

Ulam A., **Expansion and Co-existence: The history of Soviet Foreign Policy: 1917-67**, NY, 1974

von Manstein E., **Lost Victories**, Ballantine Press, London, 1982

Van Creveld, M., **Supplying War Logistics from Wallenstein to Patton**, Cambridge University Press, Cambridge, 1977

Weinberg, G. L., **A World at Arms: A Global History of World War II**, Cambridge University Press, Cambridge, 1994

Wheeler, B.C., **Military Aircraft Markings & Profiles**, Hamlyn, London, 1990

Whitley, M. J., **German Capital Ships of World War II**, Arms and Armour Press, London, 1989

Whitley, M. J., **German Cruisers of World War II**, Arms and Armour Press, London, 1985 & Naval Institute Press, Annapolis, 1985

Yergin, D., The Prize: **The Epic Quest for Oil, Money and Power**, Simon & Schuster, NY, 1991

Young, Brig. P., **The World Almanac of World War II**, Bison Books Corp., NY, 1981

27. Credits


DESIGN & DEVELOPMENT

Original WiF: Greg Pinder & Harry Rowland

WiF Collector's edition: Harry Rowland

COLLECTORS EDITION

Rules: Harry Rowland

Campaigns: Greg Pinder, Ruediger Rinscheidt  & Harry Rowland

Players Notes: Bruce Jurin, Harry Rowland & Ruediger Rinscheidt

Research: Dave Le Lacheur, Siegfried Nelson, Greg Pinder, Harry Rowland & Larry Whalen Jr.

Vassal version: Craig Walters, DDD Game Designs

PLAYTESTERS & CONTRIBUTORS

World-wide playtest co-ordination: Dave Le Lacheur, Chris Marinacci, Harold Martin-Vignerte, Robert Rutherford, Markus

Schaeffer, Ray Sonsie & Robin Walters

Chief Playtesters & Editing: Geir Aaslid, Wendell Albright, Nils Ulrik Andresen, Robert Andriola, Andrew Baird, Steve Balk, Lane Brody, James Connor, Russ 'crafty bastard' Craft, Devin Cutler, Paul Derynck, Roger Dubbs, Patrice Forno, Bruce Jurin, Siegfried Nelson, Karsten Nolte, Mark Palus, William Popovich, Andrew Rader, Ruediger Rinscheidt, Eric Schultz, Holger Schulz, Rune Sporbeck, Bjoern Steinborn, Vincent Velten, Steve Viltoft & Craig Walters.

Playtesting & Proofing: Raymond Aghten, Marc Amerlaan, Glen Bailey, John Ball, Mark Ball, Jose Barros, William Bartos, Christian Beijner, Sascha Beissner, John Benn, George Billings, Ulrich Blennemann, John Bosch, Nigel Brand, Robert G. Brynison, Fred Buchholz, Nathan Burke, James Burns, Dave Casper, Tod Chabucos, Bill Coburn, Steve Coltman, Chris Combs, David R. Conn, James Connor, Morgan Conrad, Richard Dagnall, Benjamin Dick, Richard Dost, Bill Duncan, Soren Egmore, Francisco Estevez, Michael Fisher, Robert Forsberg, Marc Fortier, Pablo Frank, Mark Fullerton, Richard Gadsden, Carlos Garcia, John Gibbins, Bruce E. Gletty, Markus Graf, Hondo Gratton, Jack Greene, James Goetsch, Andrew Hackett, James Hamilton, Thomas Hanson, James Hapner, Jeff Hartke, Gabriel von Heijne, Rod Harten, Rick Henderson, Peter Hentges, Catriona Holland, Steve Huhtala, Patrik Hyvarinen, Carl A. Ise, Brian Jarvinen, Tony Jebson, Teemu Juntunen, Jeff Kingston, Dave Knudson, Peter Kotilainen, Stanley Leghorn, Brian Lillicrap, Gerry Lillicrap, Adrian Lobo, Francesco LoPresti, Dean F. Lueke, Johan Lundstrom, Neil Mackenzie, Jorge Marchan, David Martin, Jorge Martin, Alan Maxted, Mario Merlo, Leigh Monk, Alan Montgomery, Ken Newman, Steve Nicewarner, Chris North, Alberto Natta, Frank Nugent, Michael Pein, Etienne Perreault, Bradley Perrett, Hernan Pedro Nolasco Pintos-Lopez, Robert Phippen, David Pittaway, Francesco Lo Presti, Nick Prosser, Peter Reilly, Dylan Ritter, Tommy Rohs, Frank Romani, Anna Rowland, Peter "Pierre" Rowland, Rolf N Running, Miles Russell, Bill Salvatore, Pedro Santos, Vesa Saarine, Eric Sedlar, Nicolas Seyvet, Laurent Siquent, Brian Smith, Fred Smoler, Rick Socia, Warren C. Sogard, Santi Sorroche, Enrique Soto, Chanel Stevens, Stefan Stubenvoll, Carsten Thomsen, Brian Topp, Andrew J Urbanski, Benoit Veillette, James Walker, Jeff Wang, Alan West, Lawrence E. Whalen Jr, Rick White, James Winsor, Jonathon Woodger, Eric Wickliff, John Zielinsk and all the guys from UWin (especially Mike Weller) & the WiF list (thank you kindly Devin Cutler).

GRAPHICS

Graphics co-ordinator: Harry Rowland

Map graphics: Justin Heffernan & Chris Denton

Map layout: Chris Denton, Michael Fisher, Harry Rowland, Nils Ulrik Andresen & Andrew Rader.

Box cover: Rodger MacGowan, Tomas Kuklik and Evelyn Düll

Counters: Michael Fisher, Chris Denton, Harry Rowland, Simon & Ewen Mackenzie, Catriona Holland, Andrew Rader, Filip Stránský & Larry Hoffman

Rules & charts: Harry Rowland, Amy de Oliveira & Larry Hoffman

PRODUCTION

Production manager: Harry Rowland

Typesetting: Amy de Oliveira

Film creation & proofs: EFKO - karton, s.r.o., Prague, Czechia

PRINTING

EFKO - karton, s.r.o., Prague, Czechia

Rules questions will be happily answered if they are sent in a yes/no format to us at our web site's (www.a-d-g.com.au) contact.

Web Page: www.a-d-g.com.au