

World in Flames – Super Deluxe 1939 Campaign Game

Game commenced 22/8/08

Axis: Danny Nowland

Allies: Terry Ward

Options used:

All standard options bar:

- African and Scandinavian maps
- Factory destruction (see FiF below)
- Carpet bombing
- Restricted invasions
- Chinese attack weakness (see 2008 Annual options)
- Oil (see below)
- Outclassed fighters
- Intelligence
- 2D10 Combat table
- WiFCon gas
- Manpower
- LiF
- Desert movement
- Variable ending
- PoliF

Using 3D10 Combat Table, LOC Vichy rules, FiF with all options and all 2008 Annual options rules except pilot training and CLiF damage.

In addition, a couple of “Chorus of Nations” options:

- Revised US Entry system
- Revised submarine warfare system

We are also using the oil rule from the 2008 Annual, but with the consumption dropped substantially.

Country	Land	Air	Naval	Combined
Germany	6	5	4	4
Italy	3	3	5	3
Japan	4	3	6	4
Nat China	2	2	1	2
CW	4	5	7	4
France	4	3	4	3
USA	6	5	8	5
USSR	6	4	2	3

House Rules (many of these have probably been thought of by others – I would attribute ownership if I could remember where I read them):

- 1) Named ships are scrapped when sunk
- 2) Double MTN combat factors when attacking in mountain/mountain desert
- 3) OOS Land Units may attack but at ½ strength and flip at end of impulse
- 4) After being used for shore bombardment, naval units drop to the “0” box
- 5) To be used for defensive SB, naval units must be predesignated as the last action in a friendly impulse. Such units flip and drop to the “0” box at the end of the next enemy impulse whether used or not.
- 6) By flipping additional search units, a player may increase the “to find” component of the search roll (NOT the surprise component). There is an additional “-1” for every full 3 units flipped, to a maximum of “-3”. Flipped enemy units in the “0” box count towards this total.
- 7) TRS/Amph/SCS used in invasions drop to the “0” box.
- 8) A city or port is a secondary supply source to units occupying the hex.
- 9) Only strategic bombing and air transport missions may be designated as night air missions.

Scale

1 hex	=	100 km (European map) 230 km (Asian, African, Scandinavian maps) 850 km (American map)
1 land unit		45,000 to 60,000 men (+300 tanks if ARM)
1 plane unit		250 planes (1939/1940) 300 planes (1941/1942) 400 planes (1943) 500 planes (1944+)
1 CVP		20 planes per level
1 SUB		30 first line submarines (plus other back ups)
1 ASW		5-20 DD/DE/Corvettes
1 ASWCV		5-6 CVE
1 CP/tanker		150,000 to 170,000 tonnes (15-50 vessels) 6 CPs/tankers = 1 million tonnes

Weather abbreviations: Blizzard (B), Snow (Sn), Storms (St), Rain (R), Fine (F)