

MASON-DIXON VARIANT

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22.0 Scenario 1944 – The Race for the Bomb

The Oil War of 1940 lasted less than two years. The United States, who started the war, did remarkably well, overrunning almost all of Texas in less than two months. This was due to their mastery of the mobile warfare, with the help of German Army advisers. However, the Confederates proved to be fast learners of the blitzkrieg themselves and in the fall of 1940, mounted a drive that only recovered all of Texas, but pushed as far north as Denver and Kansas City before the onset of winter brought the drive to a halt. East of the Mississippi River, both sides had built a series of heavily fortified positions which precluded any serious drives across the border. In the spring of 1941, the US mounted its counteroffensive back towards Texas, which the Confederates stopped approximately at the old border line and here the war was stalemated by the summer of 1941.

Meanwhile, overseas the Second World War was proceeding more or less along its historical course. There was one difference though. On December 7 1941, the Japanese attacked the British naval base at Singapore harbor. With the British Pacific Fleet destroyed, the Japanese conquered all British, French, and Dutch possessions in about four months. The US possessions were not attacked for two reasons. One was that the United States was currently an ally of their Axis partner Germany. The other reason was that US had shifted most of their military forces in the Pacific region back to the United States to help in the prosecution of the Oil War, and thus, were no threat to the Japanese drives in the western Pacific.

However, during the conquest of Dutch Indonesia, the oilfields and refineries were destroyed before the Japanese could take them. Although the Dutch owned the oilfields and facilities, it was the Confederate oil companies which actually ran and managed them. These Southern workers and technicians were responsible for their destruction and the Japanese in retaliation, murdered all of them and their families as well, upon their capture. This prompted the Confederate States to cut off all trade and diplomatic relations with the Empire of Japan. Japan then approached the United States with an offer of a twenty-year peace treaty and a favored trade agreement. In short, if the United States recognized all Japanese conquests in the Pacific, Japan would respect all US possessions. In secret though, Japan negotiated a deal where if the United States supplied workers and technicians to rebuild and run the destroyed oilfields and facilities in Indonesia, then the US would receive any surplus oil from there that the Japanese did not need. The United States agreed and signed the treaty in April of 1942.

Now that the United States was assured of a steady oil supply, it did not need Southern oil for which it went to war for with the Confederates in the first place. The US Federal government offered the Confederate one an armistice which would go into effect in May of 1942. As both sides were approaching economic exhaustion, it was readily accepted. The original borders were restored and both sides demobilized their expanded forces. By the end of 1942, the borders were quiet again. But the leaders of both sides knew that this was only a temporary state of affairs.

Before the Oil War, both sides had begun research into the scientific theory of nuclear fission in hopes of creating a new super-weapon, but it was not until after the armistice that serious development actually started. Although both sides shrouded their work in secrecy, their respective intelligence

services kept their governments informed of the other side's progress. Meanwhile, the economies of both sides not only recovered, but expanded as each nation was supplying raw and war materials to their respective allies in the Second World War. Both sides also took the time to modernize their armed forces in preparation for the next round which was thought to be about five year away. But in the spring of 1944, this changed dramatically.

In early 1944 both Germany and Great Britain, both of whom had been developing the Atomic Bomb on their own, had reached to conclusion that they could not complete development of the Bomb before the end of the war, and sought aid from their respective American allies. Both the United States and Confederate States agreed to help if Germany and Great Britain transferred their technicians, researchers, and materials to the relative safety of America, and upon completion of the work, they could buy warheads from their American allies until they could develop the Bomb on their own after the war was over. Both belligerents agreed and it was in the spring of 1944, that Atomic Bomb development accelerated in both American republics. Unfortunately, the intelligence services of both sides began to report to their respective governmental leaders that the other side's state of development was way ahead of their own. This caused both governments to consider launching a preemptive war to defeat the other before they could complete the Bomb.

22.1 Introduction

Increasing distrust between both nations and fear of possible nuclear domination, upon the other side's completion of the Bomb, leads the leaders of both countries to launch preemptive attacks upon each other.

22.2 Set Up

Turn: June (1944)

Phase: Air Phase, flip a coin to see who goes first.

CSA: Economy = 20, RP = 10, Forts = 12.

Counters = 57 two sided and 61 one sided, plus Mexican Protectorate and Central American Colonial units.

USA: Economy = 24, RP = 5, Forts = 10.

Counters = 67 two sided and 38 one sided.

22.3 Victory Conditions

The Victory Conditions are the same as those listed in Rules Section 18.3 of the 1940 Scenario. Use the rules for victory through shock (Rule 18.6) and through economic exhaustion. Ignore the rules about Victory Level shifts for capturing enemy cities. Instead, shifts in the Victory Level only occur when one or both sides use the Atomic Bomb on one another. If only one side uses the Bomb, the Victory Level is shifted one level in its favor. If both sides use the Bomb, then the shifts cancel each other out.

22.4 Blitzkrieg

As both sides have mastered the Blitzkrieg form of mobile warfare, all "V" counters are available at the beginning of the scenario. In fact, both sides have been modernizing their armed forces since the end of the Oil War and have integrated the new units into their armies as well as improve other units with newer model equipment and weapons.

CSA: Use the 1940 set up with the following changes.

- a. The eight 6-4-2 mechanized infantry divisions may be set up anywhere in the CSA with the restriction of one per state. In turn, the Confederate player must remove one of the "S" marked

- infantry divisions of his choice from each of these states and place them in the Force Pool.
- b. All regular cavalry divisions and brigades are removed from this scenario. In turn, the Confederate player will place the NBF mechanized cavalry brigade, and the four 3-2-3 mechanized cavalry brigades included in this variant in the respective states where the original cavalry units were removed from. The NBF mechanized cavalry brigade may be placed in any state.
 - c. Delete the four 3-2-1 tank brigades from the scenario. Replace them with the four 4-2-1 armored brigades included in this variant. One brigade may be placed anywhere in the CSA, one brigade is placed in the Units Eliminated Box, and the other two brigades are placed in the Force Pool Box. (Note that on the variant counter sheet these units are printed as regiments.)
 - d. Add to the GHQ Box both paratroop brigades and both mechanized infantry brigades that are in the original counter-sheet.
 - e. Delete all (1)-5-6 bomber and 6-0-6 fighter units from the scenario. Add the following variant counters; one (1)-(6)-7 and two 7-0-7 fighter units to the GHQ Box. Delete one 7-0-0 point defense fighter and add one 8-0-0 point defense fighter in the Force Pool Box. Add one (4)-(7)-∞ heavy bomber unit to the Force Pool box.
 - f. Place the naval carrier unit Manassas in the GHQ Box. Add to the Force Pool Box the 5-(1)-5 naval carrier units Vicksburg, Chattanooga, Sharpsburg, and Gettysburg, and the 8-(2)-4 naval surface unit Alabama.

USA: Use the 1940 set up with the following changes.

- a. The five armored divisions and five mechanized infantry divisions are now set up anywhere in the USA. They replace the ten motorized infantry divisions which are now placed in the Force Pool Box.
- b. Delete the two cavalry divisions and two cavalry regiments from this scenario. The 11th Mechanized Cavalry Regiment is placed anywhere in the USA. The 12th Mechanized Cavalry Regiment and the two variant 4-2-4 mechanized cavalry regiments are placed in the Force Pool Box.
- c. Delete all 4-1-0 and 3-1-1 tank regiments from this scenario. The 66th and 67th Armored Regiments are placed anywhere in the USA. The 3rd and 184th Mechanized Infantry Regiments are placed in the Eliminated Units Box. Place one variant 5-5-2 armored regiment and one variant 4-4-2 mechanized infantry regiment in the Force Pool Box. Place the 5-2-1 armored regiment along with the three variant 5-2-1 armored regiments in the Force Pool Box.
- d. Place one paratroop division and one marine division in the GHQ Box. Place the other paratroop division and marine division in the Force Pool Box. Take two 4-4-0 infantry divisions of your choice out of the GHQ Box and place them in any city within their respective states.
- e. Delete all 3-4-5, 4-5-6, and 6-0-6 fighter units and the (2)-6-6 dive bomber unit from this scenario. Place one variant 7-0-7 and two variant 5-6-7 fighter units in the GHQ Box. Move one of the (4)-(7)-∞ heavy bomber units from the Force Pool Box to the GHQ Box. Place in the Force Pool Box one 7-0-7 variant fighter unit, one variant 5-6-7 fighter unit, and one variant 8-0-0 point defense jet fighter unit.
- f. Delete the two 0-(2)-6 balloon units from this scenario. Place the Wisconsin and Missouri naval surface units and the Yorktown naval carrier unit along with two variant 4-(+1)-7 naval air units into the GHQ Box. Place in the Force Pool Box the variant 6-(-1)-5 naval carrier units Enterprise, Ranger, Hornet, and Wasp.

22.5 Jet Fighters

Each side gets one point defense jet fighter which starts the game in their respective Force Pool Boxes. These jets may only be used for interception and for no other purpose. When used in

interception, jet fighters may shoot at any air unit, ignoring any escorting fighter units the targeted unit may have. Escorting fighter units may still fire at the jet units though.

Design Note: The early jet fighters that were developed during the Second World War period, while being faster than the propeller-driven planes of the times, also had a shorter range, making them ideal for interception purposes, which was how they were used for the most part. When intercepting bombers, they could use their speed to buzz their way through the escorts to the bombers.

Unfortunately, they had to slow down in order to engage the bombers and this gave the escorting fighters a chance to pounce on the jets.

22.6 Extended Fighter Range

Both sides may double the Range Factor of their fighter units during a sortie. To do this, 2 RPs must be expended per fighter sortie.

Design Note: This reflects the use of drop tanks to increase the range which were in vogue at the time in most air forces.

22.7 Naval Carrier Unit Production

Both sides may now produce naval carrier units in two different ways. One way is the normal production rules listed in the game which adds another naval unit to a side's forces. The other way is to trade a naval surface unit for a naval carrier unit. To do this the player pays half the production cost of the carrier naval unit, which in turn halves the production time. On the turn of completion place the naval carrier unit in the GHQ Box and delete one naval surface unit from there which is removed from the game. A player may not use a damaged naval surface unit in the Force Pool Box as his unit to be deleted. A player may choose which undamaged naval surface unit to delete.

Design Note: This rule reflects the fact that the world's navies at this time were switching from a battleship oriented force to a carrier oriented force. What is happening within the context of this rule is that battleships are being retired from the navy and their attending cruisers and destroyers are then being assigned to the new carriers being produced, thus saving the production costs for new escort vessels for the carriers.

22.8 The Atomic Bomb

Development: Both sides, starting on the first month, may allocate 1 RP towards Atomic Bomb development. This is done during the Production Phase when units are built or rebuilt. Players should keep a running total of RPs allocated on a separate piece of scratch paper. Starting in the month that the 12th RP has been allocated towards Bomb development, a player may roll the die to see if he has successfully completed it. This is done during the Production Phase after the 1 RP has been spent. A result of 1 means that the development has been completed, any other result means that it is not completed. Each month thereafter the chances of completion go up by one on the die roll (second month – 1 or 2, third month – 1, 2, or 3, etc.) until the chances of 1-5 on the die roll for successful completion, at which point it does not get any better. During this time a player must continue to allocate 1 RP per month for continued development. A player may not commit more than 1 RP per month and if he allocates 0 RPs during a month, the process is halted and the player may not roll. The process will resume where it left off when a player again allocates 1 RP per month. The die roll and the results noted are done in secret.

Production: Starting in the month that development is completed, the player receives one Atomic Bomb at the end of the Production Phase. Every third month thereafter, the player receives another Atomic Bomb at the end of the Production Phase and so on until the game is over. During production a player must continue to allocate 1 RP each month and if for some reason no RPs are allocated in a month, production is halted and will not resume where it left off until RP allocation is resumed. A player makes a note on his scratch paper as to how many Bombs he has in his possession. Again, this is

done in secret.

Combat Use: Atomic Bombs are used during the Air Phase of a month. They are used in conjunction with a Heavy Bomber Air Unit on a City Bombing Mission. The Heavy Bomber Air Unit which is being used is subject to interception by enemy interceptors and may be escorted by friendly fighter units. If the Heavy Bomber Air Unit survives interception, it may then drop the Atomic Bomb on any enemy city within range on the map. It may not drop it on an enemy city under friendly control nor on a friendly city under enemy control. At the time the Bomb is dropped, the player reveals his notes on his scratch paper to the enemy as proof that he indeed has the Bomb.

Effects: A city that has had an Atomic Bomb dropped on it is automatically destroyed for the duration of the game. All combat units in the same hex as the city are removed from the map and placed in the owning player's Force Pool Box. Mark the hex with an A-Bomb counter. No ground units from either side may move into that hex for the remainder of the game. The destroyed city cannot act as a supply source for the rest of the game. In the next Production Phase reduce the number of RPs generated by one. A city destroyed by an Atomic Bomb increases the Shock Level by the VP value of the city, plus an additional five when the Bomb is first dropped upon the enemy player.

Production Facilities: The development and production facilities for both sides are located off the map and cannot be affected by any enemy combat unit. (The United States has its facilities located on the West Coast and the Confederate States has their facilities located in the Central American Colonies.)

22.9 Optional Rules

Foreign Intervention (Rule 21.0) may not be used in this scenario. (Both Germany and Great Britain are so embroiled in the Second World War that by this time, they cannot spare any military forces to intervene.) Both sides may use any Leaders (Rule 20.0) available in the 1940 Scenario and may also use Fort Complexes (Rule 18.0) if they so desire.