



Two Historical Fantasies for Battle for Germany

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The SPI game *Battle for Germany* has scenarios that deal with the historical conclusion of World War II in Europe as well as a "Patton's Fantasy" scenario. There are, however, other ways that the war in Europe could have ended. This article is intended to present two alternative ways (or wars) that the War in Europe could have ended in.

Allied Separate Peace

Many historians have speculated about what might have happened if the Nazis managed to negotiate a separate peace with the Western Allies, and how they could have forced such a peace to be negotiated. The variant presented here assumes that the Germans managed to win the Battle of the Bulge and also succeeded in making poison gas attacks on Allied airfields in Britain. As a result, Nazi Germany would face the Russians in the East and have to fight them to guarantee the existence of a Nazi state in the post-war era.

When playing this scenario, set up the historical scenario (13.0) as indicated, except the Western Allied forces which are not used; Soviet forces are set up as indicated. Next, set up the West German forces, but remove the following units; 1x 6-5-6; 1x 5-6-5; 1x 1-3-4; 1x 2-3-4; 1x 4-5-5. Removal of these units represents the forces eliminated by the Western Allies during the Battle of the Bulge. In order for the Germans to have won the Battle of the Bulge, they would have to have sustained very heavy losses, and these units represent these losses and peacetime border garrisons.

All German units in Italy are redeployed one per hex in a line of hexes running from 1310-1314. All Western Allied units in Italy are removed from play.

After these changes have been made to the set up, play the scenario to completion with the Germans fighting the Russians. Both sides take replacements, etc. as in the regular game and use the same victory conditions. Players ignore the theater boundary line.

Cold War / Hot War 1948

The next variant in this article concerns itself with a hypothetical war as a result of the Berlin Crisis of 1948. Game length is 6 turns (turns 11-16). Use the same replacement values for both sides as given in the Red Star/White Star scenario. Units are set up as follows:

Soviets:

- 5-6-4 Four anywhere in Yugoslavia, at least one in hex 0922.
- 8-20-3 One each in hexes 3526, 1523, 2811, 2611, 2511, 2311, 2211.
- 7-7-4 One each in hexes: 3015, 2220, 2126, 1913, 1625, 1425, 1522.
- 6-4-6 One each in hexes: 2915, 2517, 2213, 2012, 1522.
- 3-3-4 In hex 2723.
- 2-5-4 In hex 2418.

NATO:

- 4-8-6 One each in hexes: 2613, 2910, 2605, 2406, 2018, 1901, 1809, 1603, 1612, 1014, 0908, 0711.
- 6-6-7 One each in hexes: 2508, 1803, 0211.
- 7-4-8 In hex 2008.

Reinforcements:

Only the NATO player receives reinforcements. All NATO reinforcements appear in hex 2302. Reinforcements appear on the following schedule:

Turn 1:

1x 7-4-8; 2x 6-6-7

Turn 2:

2x 7-4-8; 1x 6-6-7

As an option, the Soviet player may roll one die on each turn that the NATO player receives reinforcements to simulate the effects of soviet submarine attacks on NATO convoys in the Atlantic. First, the Soviet player rolls one die; if the result is even, the reinforcements for that turn are delayed one turn. If the result is odd, there is no delay and the reinforcements appear normally.

