

# SOME LIKE IT HOT!

General Patton versus the Russians, Summer 1945

An *Active Armor WWII* Game of Speculative Warfare in 15mm



Whether you admire General George Patton as one of the great American generals of WWII or view him as a right-wing lunatic warmonger (or both), it is a well-documented fact that he was in favor of taking the war to the Soviets in May of 1945:

"If we have to fight them, now is the time. From now on, we will get weaker and they will get stronger."

In 1945, Winston Churchill had plans drawn up under the codename "Operation Unthinkable" in which half of the Allied divisions in Europe, supplemented by 100,000 German soldiers, would take the war to the Soviets over the post-War situation of Poland. (Whether the element of surprise on which the plan depended would work against a fully mobilized Soviet army which enjoyed a 2.5-to-1 numerical superiority was something which was never put to the test. It is doubtful, especially since the plan had been betrayed to Stalin by the infamous "Cambridge 5" and the Soviets had taken up a defensive posture in readiness.)

These are the ingredients for a fabulous "what-if" scenario, however, in which the heavy AFVs of the late-war Wehrmacht can share the field with the heaviest of American and Soviet armor, under skies dominated by early jet-powered aircraft.

*Active Armor WWII* is a computer-assisted miniatures game depicting operational-level combat: each player commands a division as Patton's 4<sup>th</sup> Armored – with the support of the never-defeated German 14<sup>th</sup> Panzer – takes on the Soviet 12<sup>th</sup> Guards Tank Division. It never happened – and probably shouldn't have – but it is a great excuse for a tank-intensive wargame. Join us at Cold Wars for 15mm fun!