

## Axis play in Anzio Games – Emilson 12<sup>th</sup> of September 2011

*In early August 2011 I took the title of General of the Army in Anzio. Although I lost the coveted belt within a few weeks, Madman asked me to write some memoirs and share some ideas. Below I give a broad sketch of my Axis tactics/strategies and tools that can help you beat some of the best players of AAWC.*

### How to set up a strong German game:

In the early game (rnd 1-5) Germany has 4 main objectives:

#### 1. Kill the UK/Russian ships without losing any planes.

I like to send 5 fighters, 2 subs, 1 tranny to the North Sea, while the bomber goes after the UK tran in the Labrador Sea. In quite some cases after the first attack and defense wave in the North Sea you got 1 or 2 sub(s) + tran + all 5 fighters versus a dented battleboat with or without the Russian sub. If so play a little **TRICK**: pull back that 1 (or 2) sub(s) to NE Atlantic, leaving the tran as cannon fodder for the fight in the North Sea. If rnd 1 the UK bomber hits the sub, it cannot hit the Germ fleet or Egypt. If the UK fighters hit the sub they will land in London, being totally out of position the next round. If your sub survives and the North Sea is clear, pull it back there to block the UK battleboat.

Most of the time all Germ air survives rnd 1 and poses a serious threat to the UK/US fleet. This reduces their options to drop units where they need them. Obviously Germany also needs its planes to attack and defend in Europe and Africa.

#### 2. Take control of Africa

To make Germany strong you need those 11 African ipcs (that's almost 4 units!) so Germ should take and hold Africa for at least a few rnds. If you attack Egypt with 6-7 ground units (any bid of 6 or more will do) rnd 1 you will most of the time take it with at least 5. Yes UK can now hit Egypt with 3 inf, fighter, bomber, but this is a risky, rather marginal battle and understandably many players will pass. If UK does attack Egypt, at least Germ's Mediterranean fleet will survive rnd 1, often allowing you to take Africa anyway. In this case make sure JPN can support Africa as soon as possible – taking control of Sinkiang is crucial for this (see JPN play).

**When to leave Africa?** Hmm this is a hard one... I bail out of Africa in only 2 cases:

- a. If Axis can't possibly hold Egypt you better pull out to fight another day. But if JPN and Germany work together well it will take a long time before the Allies can force you out.
- b. If those African units can do something more useful than defending Egypt. For instance you get a good opportunity to hit the Allied fleet with JPN or German air. Or you wanna send those units towards Russia to strengthen your attack. Or you need those units to protect a German maneuver in Europe.

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### **3. Build up lots of infantry so you can hold on to WE/Berlin/EE/Africa.**

The importance of Berlin and Eastern Europe is self-evident – make sure you control them at any price. Your next priority in Europe is to hang on to Western Europe so Germ earns those 6 IPCs each rnd at 0 costs. I do not recommend trading Western Europe back and forth with the Allies. They will probably hit it with 2 inf each rnd, which pays for itself as this attack gives them an extra income of 6 ipcs. Germany will have to use some planes and loses 2 inf each rnd to take Western Europe back. In the long run this greatly reduces Germany's defensive strength.

Moreover Western Europe is strategically important. In the early game it is the best location to land your Luftwaffe and put pressure on the Allied fleet off Karelia, Europe and Africa. If possible put 4-5 planes in Western Europe rnd 2 to keep UK and US from dropping units into Africa. Later in the game, Western Europe is the easiest European target for the US to attack and build a factory. Once this happens, Germany's days are numbered and JPN must try to knock out Russia before Berlin falls.

### **4. Put pressure on Karelia**

Germany normally puts pressure on Karelia by placing a big stack of infantry in Eastern Europe and tanks in Berlin. If the Allies play a steady game and got normal dice, Germany will not get good attacking odds in Karelia during the first rnds. Still German pressure on Kar can be valuable as the Allies have to commit units to Karelia to neutralize it. Those units cannot show up in other theaters of war like Africa or Asia. In this strategy however pressure on Karelia is not that important coz JPN takes Asia quickly by controlling Sinkiang rnd 2.

#### ***What to buy?***

Rnd 1 Germ buys 1 sub (to block the attack on your Mediterranean fleet) + inf. The next 3-4 rnds Germ buys infantry only – don't buy any tanks, planes or boats yet as you need extra ground units to set up a solid defense in WE/Berlin/EE and Africa.

After rnd 4-5 Germany has normally achieved this and might start buying some tanks. In most games the Allies are strong enough to defend KAR... So Germ needs to come up with a plan to take Karelia at the lowest possible costs. Below I sketch two alternative maneuvers/buys to achieve this.

#### ***Tanks in WE to put pressure on Karelia?***

I like to defend Western Europe with lots of tanks, 4-5 fighters (also threaten fleet) and some infantry. Yes those tanks in Western Europe do not instantly put pressure on Kar, which allows the Allies to send more troops to Asia/Africa. But if the Allies over-commit to Asia/Africa you might be able to push Russia out of Karelia. With those mobile tanks, planes and only a few slow infantry in Western Europe, Germ needs only 1 turn to throw a lot of units to the East and can often take and hold Eastern Europe AND Ukraine! If necessary you evacuate Egypt to do this. If Germ combines this push to the East with a buy of 7-8 tanks, Karelia might crack instantly.

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If Kar can be reinforced sufficiently to resist this aggressive approach you need a plan B. Germany still takes EE and UKR hard, but buys inf instead and Jap moves as many fighters as possible to EE, Berlin and Egypt if you can still hold it. With not too many Russian units in Kar (sometimes many died in the East or they got lost there), Germ can take and hold Caucasus with tanks from EE and inf from Ukr. From Cauc these German inf and tanks push on both Kar and Moscow and the Allies have to abandon Karelia coz they cannot defend both. Split the remaining Germ inf over Berlin and EE, while taking back WE. You may have to bring in additional Jap inf (from Egypt or Persia) and planes to reinforce EE and Cauc to avoid a hit by Russia.

Once you take and hold Karelia you have cut off Russia's vital supply of UK and US troops. If Russia is very weak and Germany is not under any serious threat, why not prepare a crushing blow by buying more Germ tanks? If not, Germ buys only inf to hang on to Berlin, Kar and if possible WE/EE – JPN can now focus on building up forces in Asia to knock out Russia.

## **How to set up a strong Japan game:**

In the early game (rnd 1-5) Japan has 3 main objectives:

### **1. Take and hold Sinkiang as soon as possible.**

Sinkiang is THE key Asian territory as it is located in the heart of the biggest continent. If Allied units hold Sinkiang they put pressure on India, FIC and China. Japan will need lots of units to defend those 3 territories, which makes it hard to ship infantry to Africa later on. If on the other hand Japan takes and holds Sinkiang it threatens to march on Moscow via Novo or Kazakhstan. To neutralize this, USSR troops from Yakut will often have to pull back to Novo, which gives JPN control over Russia's eastern territories. During rnd 3 JPN can often move all of its troops from Sink and Manchuria into Mongolia to keep strong pressure on Sink, Yakut and Novo.

To achieve early control of Sink I love to drop 4 inf into Fr Indo China rnd 1, if needed I send a capital ship to FIC to protect the trannies against UK air. JPN goes light on Pearl Harbor with a supersub, battleship, fighter and sometimes a bomber. If no UK air is around (maybe an attack in Egypt went wrong), you may drop 2 inf in India instead of FIC to keep the UK forces from taking and holding India. All other JPN inf move into China supported by 2-3 air, leaving Manchuria empty. Russia can now take Manch with 1 inf, but Japan can take back and hold Manch rnd 2 by dropping 6-8 units in there rnd 2. Giving Manch for 1 rnd is a small price to pay for controlling Sinkiang rnd 2 with 7-8 units.

### **2. Support the German defense in Africa and Europe with fighters and infantry.**

Having some Jap fighters in Egypt/EE/WE, not only strengthens the defense of those territories, but also reduces the risk of a combined UK + US/Rus attack. If UK hits any of these territories, Japan can fly in those fighters before the US or Russia can attack. This greatly reduces the Allies' odds, which is often enough to keep them from attacking. Moreover those Japan fighters put pressure on the Allied fleet.

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### **3. Take the allied islands of Hawaii, NZ, Aus and often Madagascar and send your fleet towards the Atlantic.**

Taking the Allied islands increases Japan's production with 4-5 IPC's and -more importantly!- reduces UK and US production – which again takes pressure off Germany. You need (part of) your fleet to take Hawaii and maybe Australia, after which you can send your fleet towards the Atlantic to disturb the Allied supplies. JPN's 'defensive' planes in Africa/Europe together with its fleet form a huge threat to the Allied fleet, especially when they are weak in fleet /air and Germany controls WE. Make sure your JPN fleet is in the Mediterranean before you leave Egypt.

#### ***What to buy?***

The first 3-5 rnds JPN buys trannies and infantry. Less experienced players tend to build factories during rnd 1 or 2 and then lots of tanks to put early pressure on Russia. Some basic economics shows that this strategy reduces the number of JPN units in Asia. If you spend 15 ipcs on a fac you will need another 9-15 ipcs next rnd to build 3 ground units in asia for a total of 24-30 ipc. Instead you could have bought 2 inf + 1 tranny for 14 ipcs which allows you to drop 2 ground units in Asia next rnd. So you got only 1 unit less in Asia, but you saved 10 -16 ipcs, with which you can buy another tran + 1-2 inf. Don't forget that Jpn also needs trannies to attack the Allied islands, to pick up the JPN inf from the islands and to bring infantry to Africa.

Building early facs and tanks decreases the number of JPN units in Asia so you cannot quickly take and hold Sink/Yakut and eventually Novo. How is JPN gonna put pressure on Russia when it does not hold those territories? So only after you control at least Sinkiang, JPN may build a fac or 2 which is the cheapest way to put tanks in Asia but also to build infantry close to Africa. So build that fac in FIC or -if possible- India to shorten the supply lines to Africa/Persia.

Cheers and see you in the next battle!

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