

# DEFENSIVE AXIS

Posted By: Wiranto

Post Date: February 8, 2003

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I will discuss about playing as axis only in this note since I feel allies playing has been adequately discussed by the other excellent allies players, and I don't have anything different or special to talk about it.

As an axis, I would normally get a bid of 17 or 18, at which I would put 4 units in Africa, and the rest in Asia. I almost never put anything in Europe since I feel Germany is strong enough already.

There are two basic strategies that I have used as an axis:

- A. Offensive axis strategy
- B. Defensive axis strategy

As an offensive axis, my objective would be to get the game over quickly, this involves German armors and Japanese Industry Complexes. The classical strategy.

As a defensive axis, my objective would be to preserve forces while accumulating enough IPCs, thus purchase of infantry will be most of the order of the day. The basic underlying of this strategy is the fact that axis forces are more unified, thus, they are more suitable to be defensive. Some top players that I have played with have voiced skepticism about this strategy. But actually, I have played this defensive axis strategy more often lately and my rate has been improving.

To accomplish this axis objective, Germany must do:

1. Buy infantry, lots of infantry.
  2. Slow down the allies' advances. Destroy North Sea fleets and keep both WE & EE on G1 if possible. If not, keep WE in the early part of the game and keep EE in the later part of the game.
  3. Keep Africa for as long as possible, which requires Japan's reinforcement, which in turn requires Japanese transports, lots of transports. Even if UK has a foothold in WE or EE, UK would not be able to destroy Germany without Africa incomes. Should allies determined to take Africa, let them put many units into Africa, they probably will be took weak somewhere else.
  4. Minimize trading units with allies, unless I think I will come out way ahead. Make any occupation either too strong or too weak. I like to put 1 or 2 inf equipped with an AA gun if I think I can take back and keep the area in the next round.
  5. Slide the bulk of German forces from one area to another, thus keeping the forces intact while still accumulating IPCs.
  6. After a while, German forces will be strong enough to do turtle move while still keeping WE. After reaching Caucasus, Allies would usually abandon Karelia. Once Germany is in Karelia, stay defensive there, and let Japan do the offense from Asia.
- Japan lists to do:

1. Buy transports and infantry. Japan will need a lot of transports and infantry to be able to be defensive in Asia and to reinforce Africa. I usually buy three transports on J1.
2. Sometimes I hit Hawaii with a light force (Bomber, BB, Sub), and also hit Australia (2 inf, Ftr). Or I will take Hawaii heavy, I will save Caroline BB from attacking. If the battle goes very well, I would move the Caroline BB to New Zealand to prevent USA BB from fleeing. Otherwise, I would use the BB wherever needed.

3. With superior forces early, Japan should be able to quickly accumulate high incomes. I usually try to buy 12 inf per round, any money left would go to buying bombers.

At this point, if things go as well for the axis as planned, the allies would get a little nervous. The allies player would realize that the longer the game goes the more likely Axis would win, also Japan is in a superior position to tech. Very often the Allies would attack Axis forces at this point, which often lead to their demises. Some tactical moves that I have used in conjunction with the above defensive strategy:

1. Strat bomb Russia or UK when their forces are still small, again the objective is to slow down their advances. This is crucial only in the early part of the game.

2. Japan can attack Alaska to relieve pressure on Germany. When Japan holds Alaska, not only does US need to send infantry to W.Canada, she would also need to put some infantry at W.USA, thus reducing the number of units that can be sent to Europe.

The only drawback with this defensive strategy is the game tends to be long. This is just a basic strategy, there is always many variations in the actual game which I can not possibly discuss them all. I hope this would help our fellow springers, especially the beginners. I am sure someone will come up with a counter strategy that would defeat this defensive axis strategy consistently, thus improving the level of our community play overall.

David Liem aka Wiranto