

# Decency, Class, and Honor

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Post Date: April 6, 1999

My name is Robert Brinkerhoff. I was the first GOA then retired. It took me several months to return. I now have a great deal of sympathy for the enlisted and lower ranking Pentagon players. [It required 12 straight Pentagon wins for me to return. Many of which were luck only.]

Before I begin my GOA corner, there are some unwritten rules I want to address. Decency, Class, and Honor

Most people in Spring are great. However, some are jerks and this needs to be addressed. It really takes the fun out of the game to play a scumbag. In my 100+ games, I've never filed a dispute against another player. They get a cheap win and a permanent spot among the list of punks I keep. I consider myself fortunate that I don't need to deal with these people in person. Here are some basic rules:

1. Real wins. Never, ever post a win under any circumstances when you were clearly going to lose. I don't care if they get disconnected. Post a draw. If the game file is corrupted because of a huge number of units, concede if you feel that you were going to be beaten. (Don't lie to yourself. If it's obvious, it's obvious.)
  2. Backstabbing. If you ask for a continuation, and your opponent has the decency to grant your request, don't post a win if he doesn't show at the appointed time. It's not as though he had to offer to accommodate your schedule when you couldn't finish. (I've actually seen people do this. Unbelievable.)
  3. Rescheduling. It's a game. If a person needs to finish a game at a later date, do it. Many matches go 12 hours, re-scheduling is often necessary. A fake win is no win. (A recent case of this involved a player who asked to turn off the timer and took forever to move. The game dragged on and his opponent couldn't finish until later. Timer-boy refused and took the cheap win. How can he live with himself?)
  4. Chatting. Do it on your own time. Some players incessantly chat during an opponents turn. Many do it intentionally to waste their opponents time. They are conspicuously silent during their own turn. This infantile tactic is obvious to everyone and earns nothing but disgust from other players. I'm not suggesting you play like a robot. Talking can keep it interesting. Just do it on your own time or during the stalled combat screen. Don't do it on the actual battle screen however. It can cause the game to lock.
  5. Dice. Dice are frustrating. We've all lost battles that we should have won. We've also all won battles that we should have lost. Few on the Zone are more disliked than a "Dice-Genius". "Dice-Geniuses" are players who blame every loss on dice and think every win is due to their brilliant strategy. They generally spend a good share of the game chatting about how bad their dice are. They don't remember earlier battles that they got very lucky in. They think those victories were a result of their intelligence in action. A basic rule is: Keep dice talk to a minimum. You get bad roles- just swallow it. Gag it down and you'll earn respect from players with class. They know when they are getting lucky and they'll mention dice were a factor in their victory.
  6. Do unto others as you would have them do unto you. It's that simple. If you're doing something that you would find offensive, don't do it.
- It felt good to get that out.  
Onto the fun stuff.

Something KJGOKC covered and Don927 taught me first hand: If a game is important to you, don't give up. No matter how hopeless it appears don't quit. You may get incredible luck. Or, because of the huge lead, your opponent may get sloppy. Keep fighting if the game is important and you have time. This is especially true of the allies. Hence my GOA topic...

#### Technology

Because of the heated discussion on tech, my GOA corner is on how to use it effectively. Forgive its length.

#### Allies:

The 84 IPC Axis victory puts a real crimp on the usefulness of tech. However, getting those 84 isn't easy. When it becomes clear that the Axis is heading for an IPC victory begin to go for tech with USA. UK won't have the necessary IPC's to make use of tech even if they get it. Exception: The UK is staging an attack on Germany and a heavy bomber or long range fighters might make the difference. Continue to reinforce Karelia and, when you can spare it, Africa. For tech to work you must remain in contention for half of Africa. HB's are meaningless if Axis will hit the 84 mark. Also, since the USA won't have enough troops to fill all 5 or 6 trans, send one to Western Panama to threaten New Zealand and Hawaii. Perhaps even send one to the Brazil to eventually move to S. Africa and Madagascar. These three to 4 extra IPC's will prevent the Axis victory.

In the game I won to become GOA, Axis had between 81 and 83 IPC's for three rounds in a row. Those few extra IPC's decided the game by allowing me to stay in it. You can still get men to Russia even if forced to withdraw from Karelia. By placing men in Finland, you can attack Karelia and retreat into Russia. (Assuming you already had men present in Russia.) Some will die in the process. However, Germany must defend W. Europe, Karelia, and Germany so they will be thin somewhere. In addition, the threat of an attack from UK/USA dual attack on Germany forces them to hold troops back. (Especially since they know the USA attack may have heavy bombers supporting it.)

Assuming you have been buying almost entirely infantry with the Allies, you will have a potent offensive force if HB's come up. Either take back Karelia or hit Germany proper. You may need to load up W. Europe with infantry first. In which case, Germany will withdraw from Karelia. You can then begin to assist Russia directly again. This is an important point. Early in the game, always send a few UK and USA troops to Russia to assist in trading the provinces around Russia. They have the AF to do it. - Russia doesn't. In addition, if Karelia falls, you'll need a few present so you can attack Karelia to filter inf. into Moscow.

Don't waste Russian for Japanese troops unless some key objective is achieved. Since USA goes last it is important they have men in Russia in to hold off the IPC victory. In addition, they go after Japan and before Russia. Preventing the IPC defeat and creating income for Russia. The objective is to stall. One or two extra IPCs taken at the expense of Russia troops won't save Russia but allied intervention with HB's or industrial tech might. Save the men.

This is a key mistake many people make: They get HB's then only buy HB's. Just a few infantry combined with heavy bombers is a huge threat. If you have 6 bombers but no men, all you can do is take German or possibly Japanese IPC's. (Many Japanese players don't build ICs). The 84 IPC victory will still take place even though Germany has no Income. UK doesn't have the strength to take Germany immediately and Russia can't spare the troops with Japan on it's back.

#### Axis:

There is a reason why standard rules don't have an allied IPC victory. Tech was intended to help balance things out for the Axis. It does. Good Japanese players don't buy ICs until very late in the game because of this. Transports and infantry are

the key. Japan will take Australia, New Zealand, Madagascar, most of Asia, and be in contention for eastern Africa. Their IPC count will be between 42 and 50 IPC's.

If Japan has been buying almost entirely infantry, they can withdraw from the provinces around Russia and form walls in Yakut and Sink. You will have 4 to 5 rounds of tech roles. Japan will have a few IPC's left over to buy infantry at first. It takes a tremendous amount of force to take Germany if the pull everything into Germany. While the allies are putting the final attack on Germany, you have time. With islands like Hawaii, Madagascar, New Zealand and Australia under your control, it will take a while for the allies to get the IPC victory.

Hopefully, you will get Industrial tech before HB's. That will allow you to field an army and still buy a bomber a turn. Keep a very close track of the IPC's needed to stay in the game. You'll be able to bomb USA and USSR to effectively take them out of the game given enough time. Even if you have been forced far back. Again, Africa is key. You must be sending a few men to Africa to hold off the IPC victory when Germany falls. With the HB's and perhaps Ind. Tech, you should be able to force your way back to the provinces around Moscow. Once again preventing the IPC defeat. With tech, the key is time. It doesn't matter how badly things are going if you can find a way to stall for just one more round.

HB's allow you to threaten the enemy in so many ways (W. USA for example) that opponents must waste resources dealing with the threat rather than finishing you off. Also, like the USA example above, since you won't be able to fill the transports every turn use them for other purposes. Send send one down to harass Panama or eventually Brazil. Plus you may need to take Alaska to hold off the IPC. (You'll also need to hold Hawaii as a base to industrially bomb USA if you do get HBs.)

All tech can be put to use. Sort of. Industrial tech is devastating. You can either beat an opponent into submission or defend until you do get HB's. Over the course of a long game even Rockets aren't bad. Only super subs are truly worthless.

Finally, against a top opponent remember this: It's all about infantry and the value of units traded. You can often attack and retreat to destroy enemy units because you have the mathematical advantage. (Example: You should get 6 hits on the first role and he should only get 3.) It's risky if you accidentally kill everything thus taking the province... but hey, sometimes you've got to take risks. By doing this you'll be able to stall and eventually get tech if things haven't gone your way.

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General of the Army

Spring 1942