

Getting Lucky

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There has been a lot written about opening moves, and although it is essential to survive the first few rounds with as much power and position as possible, for the rest of the game I use some basic 'theories'. In an earlier column I wrote about "Back and Forth" and "Stack attack". When I find myself trying to develop a plan, for offense or defense after the opening (1st rd or 2rd), I use these theories to guide me in the decision making. Three minutes is not a long time to create something new so quite often my games use one or more of these 'theories' that I have developed over the years. It is important to remember that these are just theories of play and not exact moves like the openings. So it is also important to understand the idea and how it relates to different situations. When it might be good to use, when something else might work better. If you think about each and fully understand it, they will give you another weapon 'in your bag', another chance to win.

During the course of your A&A career, you will have good dice (that you hope will last forever) and you will have bad dice (that seem to last forever). I have won 2 games with USA by getting HB's in round 1 with one roll. And I have been 0-40 for tech. It happens. Although I have never seen the UK sub get the Germ fleet in rd 1, I have heard stories. The whole key behind my "Getting lucky" theory is, when I get lucky I want to win. When my opponent gets lucky I want another try, to spin tech or a mass attack or anything. In Poker, theoretically, if you play long enough, everybody gets a pair of aces the same amount of times. If you win \$2 with your aces and I win \$2,000 with mine. Who is better? Same with A&A, we all get approximately the same amount of 6's and 1's. We all "get lucky" and unlucky. When I get lucky I want the win. I don't want the game to go another 20 rounds and give my opponent all those chances to catch up. Sometimes I want a "fast game", I'll spin for tech early, but if I get lucky I want it to win.

I'll try to give you an example, from an actual game. The stats were done by Tote_Hose, and I really learned a lot from his calculations. I don't have an odds calc, never did. It either looks right or it doesn't. But when you get down to the hard numbers it is easier to see.

I was Axis, my opponent was Tote_Hose. I had a fairly good start with both Germ and Japan. I felt I had more than average position. The game looked to me, that unless the dice really turned my only fear was 'unit lock' and tech. So I wanted to force the action in the game. I also wanted to curtail him from having a large number of techs tries. Essentially, I wanted less units on the board and to induce combat situations with my advantage. And I made a mistake!!!

It is Germ placement. Germ puts all 12 inf in Germ. Germ has a very strong Karellia attack in EE and WE loaded up. Andperhaps an under guarded Capital. UK has 4 trans off Africa with 8 inf available and 3 fighters in Karellia. USA also has 3 trans in Africa with 6 inf available and a bomber. He decides to do the 1-2 Germ attack. Odds are very good that he takes it, at least 60% plus, he also hit 3/6 techs including LR for USA which added another fighter to the attack. Do things look bad for Axis???

Perhaps.

Here's what I think. If he loses all those UK fighters, Moves those guys from Africa to Germ for both UK and USA. He gets the 3 USA trans out of position, which delays reinforcements. I have a chance of taking Karellia. WE can retake Germ. He'll lose Units that cost 60 ipc's for UK, say 33 for USA, for a total of 93. I lose 36 ipc units on

Germ and 32 more in Bonus production (for taking my capital) for a total of 68. USA gets the 32 Bonus pop, but they are a long way away. Germ will hold Africa for several more turns adding to the Net ipc difference. With those USA trans in the Baltic and no Africa, Germ will not be retaken in a long time. Maybe Japan will come and get Russia. I might even get an ipc victory with those guys in Karellia. Since he spun for tech USA is short reinforcements. 40% of the time he doesn't get Germ and I win outright. If he does take it I still win 50% +, however it is a long game. And Japan still has mega tech tries, because there is no help for Russia. Uk has little ipc production and no planes. Basically, I think it costs too much to take it Germ in this case. Attacking it at all even though it looked doable, is trouble. The old "Win the battle and lose the war".

Set this situation up and run through it a few times. Notice that the Allies pieces are misplaced and inefficient. Germ has taken a BIG hit. It had a chance to win the game outright and Axis still has good chances to win. So if he takes Germ, he wins 20-30% . If not, short game.

Oh the mistake, I meant to put another fighter in Germ...just forgot..oops. Now figure it with the fighter.

Thanks to Tote_Hose for the stats. If you want the exact "Getting Lucky" numbers...Do the math. I don't have an odds calc.

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General of the Army

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