

# Mid-Game Play

Posted By: \_Dr\_2th

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Hi.

I am Dr. Henry J. Antolak, I am 44. Yes, I am a dentist by day, Internet soldier by night. I have been playing A&A since I can remember, 100's of board games. Always wondered how good I was. So, I'd like to thank Allied Commander and Game General for making it possible to meet all of you. Also thank you to Robert Brink for contributing to my strategy. Due to their enthusiasm, skill, and time I have gotten a chance to meet the best players in the world and it has been great fun. I have seen the sun rise on my computer screen more times than I care to admit.

Most Generals have spoke about openings, so I will make some suggestions on mid-game play. This, I feel, is my strength. In particular defense, because the most economical and efficient unit in the game is the infantry my game is based on infantry:

Back & Forth

I feel important as Germany to constantly be using its tanks. Their strength is in attacking so they need to attack. In my best games Germany will lose one front country such as Eastern then retake it with tanks and infantry in an overwhelming battle, then place infantry on Germany and use those tanks and the new tanks infantry to attack Western on the next turn. And again place infantry on Germany and attack Eastern on the next turn. This is a highly efficient use of the tanks. You must win big enough not to lose the tanks. The lose of Germs tanks is almost a certain lost game. For instance, some of you that have had the occasion to played me, have seen me move all Germany's guys to Eastern on he first turn leaving maybe 1-3 inf. on Western. Most of the time you take Western with 1-3 guys with UK and reinforce with 2 US inf. for a total of 5 inf.. On the next turn Germ takes 5-6 tanks from Eastern with 10 inf. on Germ and blow those 5 inf. to pieces. Germany then leaves Western 'open' and uses the same tanks to retake it the next turn. Hence 'Back and Forth'. Whether or not you start 'Back and Forth on the First turn or later turn it works well. This is a game of luck but if you get to spin twice as many dice you have a better chance to get lucky.

Stack Attack:

Another defensive concept I use I call the 'Stack Attack'. If Germany gets in trouble (also works for Russia). I like to consolidate early, put a big stack on Germany then attack the smaller forces that UK, US or Russia will move in. For example: say you have 30 infantry and 6 tanks on Germany and US has 10 infantry and 2 tanks on Western, UK has 10 infantry and 2 tanks on Southern and Russia has 10 infantry and two tanks on Eastern. The armies in number are even. And yet the allies are odds on losers to take Germ because they attack one at a time. But Germ is huge favorites over any of the 3 Allies. Germ can attack and demolish any of the three. The key is to design your attack to hit that country hard but not take it over. Say if in the above example, on the first round Germ should have 8 hits while the Allies would defend with 4 hits. If Germ retreats it has removed 8 Allied pieces and lost 4 of it's own, very economical Odds they can't take you, and you can beat up on them. The key is to not to kill them all and have to move in.

In both strategies it is obvious that I like to win big and not win by small margins. One strat I hate and almost never play is when 3 inf attack 1 inf.

It is more important to know when to use each strategy than the strategy itself. The two strats above I use when Germ is on the defense (which is about 90% of my games).

I love to analyze so if you ever want a 2nd opinion, look me up.

I want to thank Laura, my girl, for her love and support, she is a wonderful person.

And to all you soldiers. Thank you, without you there wouldn't be a GOA...and be nice to each other. This is a game not a war. We are all one.

"We are fools to make war on our brothers in arms." Dire straights

In Honor of Louie Drabczyk, WWII Vet. (My living hero) and the people like him who stood on the fields of war. It was no game then, they put their life on the line for what they believed in and the hope that our lives would be better. The hardships and bravery that they have know, we can not even come close to imagining, and yet our everyday is a reflection of their sacrifice. To these great people I give my deepest tears of appreciation. I cannot find a way to honor you enough.

\_Dr\_2th

General of the Army

Spring 1942

p.s. Thank You to Tammy who typed this.