

# Overcoming a Bad Allied Start – Conventional Strategy

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I'll keep my focus on how to recover from a strong Axis start to maximize your chances of victory. Its called, "Scramble for your Life."

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Flash:

In defense of the Fatherland, German naval guns have shot down a Russian fighter and sunk an attacking Russian sub while the 15th Panzer Corp has beaten Stalin off in the Ukraine. In response to this unprovoked attack, Hitler's forces have sunk the entire allied Atlantic fleet except a lone US transport and Rommel has taken Egypt strong. The Luftwaffa remains at full strength.

Forces of the Empire of Japan have taken both Chinese territories and India with only 1 division killed and have sunk the sleeping US fleet at Pearl Harbor.

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There's always a sinking feeling when you see the axis get slightly aggressive out of the gate and get the big pay off. This feeling is worse when you know your opponent is good.

There are different ways of handling this scenario. These range from outright panic... US1 rolls 6 tech dice. To heavy conventional risk taking... UK buys a carrier/trans, which Germany can destroy with 5/6 air, leaving US with no fighters and UK to spend its dwindling IPC on a second carrier. To a third option that I'll present here. I'll be as brief as possible and dispense with the color.

The general strategy is to get all Allied forces to Kar/Russia and lure the German fleet to hit the caucus so UK can kill it while protecting Kar. Forget about landing in Africa early or landing fighters in Caucus. German will be pressuring Kar fast and Japan will probably buy factories early and set up for a Russia kill and/or IPC victory. The silver lining is Japan will not be thinking about technology and will probably be very focused on Russia, so if you can hold Kar and get US inf to Kar/Russia fast... you'll avoid the IPC loss and be in a position to get back in the game.

UK1... Spend nothing. Sink remaining German Atlantic subs. Send 2 fighters to Kar, bomber to Russia, 1 fighter to Yakut, Syrian inf. to Persia, 1 Indian inf to Sink(to be killed in lucky Jap attack) and move SA inf. up. Send Indian trans to Australia.

US1... Buy 3 transports and pray the German bomber doesn't have the sack to attack 4. Don't hit Pearl even if weak... send BB towards Atlantic and keep transport with it if the Jap Carrier stayed home to protect from UK air.

R2... Buy infantry. Hit Ukraine with just 1 inf/fighter. Goal is to kill, not take. Retreat to Novo all Eastern forces. Don't hit Manchuria unless nothing there; you'll need your retreating forces to hold back Japs that are advancing to the south.

U2... Germany will take all Africa but south, Caucus and will move big to EE.

UK2... Buy AC, 4 trans. and inf. Attack lone caucuses inf with air if it got there and land in Kar. (If inf hits lose bomber and realize this may not be your game. L ) Hit India with Bomber, Persian and Australian infantry. This is important to delay Japan from pressuring Novo.

J2... Japs will hit India and may go strong to Sink but may hold back in fear of a Russian counter digging into their air.

US2... Buy all infantry. Capture Finland and land 2 on Carrier. Bomber to Kar. BB to EUSA.

R3... Buy inf. If japs went strong to Sink... Retreat to Russia and send all armor to Kar.

G3... They may attack Kar at this point but odds are against them and they are winning so they'll probably just hit Ukraine and may land more in Africa or use fleet to hit caucus thinking Africa is secure with existing forces and the threat to Russia. Fleet may move to Gib, taking it or south to Madagascar if they are foolish.

UK3... Buy inf. Send the fleet north of Kar and unload. This gives aa protection and places any German based fighters out of range. If germ fleet took Caucus, hit the fleet and take bomber as hit once BB is sunk. Land back in Kar.

J3... May move big to novo but will probably go for a trading alignment and start massing and finish its Island hopping.

US3... Buy inf. and factory for Finland and move fleet off Canada, placing out of range of fighters as they'll be in ee/germ. Send 1 Carrier fighter(if needed) and surviving Finland inf/tank to Kar.

R4... Buy inf. and trade Novo/Caucus, using a tank/inf in Novo if Germans have Caucus.

G4... They may hit Kar but odds still not that good for someone in a strong early position. They'll hit Caucus again.

UK4... Buy inf. Land in Kar. Trade Caucus/Ukr. Send 3 inf to Russia if Japs are pressuring Novo and UK has large airforce still. Load UK tank on a US trans. How often do you see this?

J4... They may go strong to Novo now or on J5.

US4... Buy inf and a carrier to place off Finland and shuck. Hit WE if very weak. Send us inf. to Russia. Send 1 trans off Africa if German fleet is off Gib.

R5... Buy inf/tanks. By now Kar is secure if Germany didn't attack. If Japs went strong to Novo, hit with all until 1 or 2 japs left then power retreat. Take if you'll leave a small force. Germany may fly fighters to cover, but with 3 inf/1 tank/3 or 4 air they might not risk it as those fighters are the reason they have a lead. If Japs not strong in Novo and Kar is safe, fly Russian fighter to US carrier and hit Novo with tank/inf or just leave for Brits.

G5... Realizing Kar is secure, they may go after a fleet if German bomber is still around. The tank in the US fleet is to tempt them and get it over to Finland as well. If Carrier is empty and Germany hits... they'll lose most or all of their air. If Carrier has a plane, they won't even try it unless crazy. The US Carrier buy off Finland keeps momentum and allows a split fleet.

UK5... Buy inf. Same as before, send as many inf. to Russia as you can. If dice have been bad for allies and Kar isn't secure... then move UK inf back to Kar. Unload UK tank from US transport.

J5... Same as J4

US5... Buy inf. Hit Novo unless too strong. Trade 1 Russian territory using all air on it. Shuck to Africa if safe from counter. If not, keep shucking.

R6... Buy tanks/inf to keep pressure on Novo, hitting and power retreating if necessary.

G6... They'll have a good shell by now and will be set up to counter Africa landing if good.

UK6... Land in Africa.

US6... Follow up in Africa.

This strategy leaves Africa in Germany's hands for 6 turns, but you don't have much choice in this situation. The key here is the axis powers have such a nice early advantage that they will mass on Kar/Russia and attack when the odds favor them. So if you can keep the defensive odds in that region to your advantage... you can survive long enough to regain the initiative, maintain forward momentum and prevent the ipc victory.

Japan may go for Panama in this situation which will hurt the flow of US inf to Finland. You just have to deal with this as best you can... preferably by sending 2 inf to Mexico and a tank in WUSA. The US fleet has to stay together off England, then Africa. But send 1 transport to help retake Panama if you have to.

I hope you can have fun trying this out next time you have an Allied start that makes you want to pull your hair out. It helped me get out of a few jams during my reign of terror.

Regards,

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GOA – Dark Ages