

# Playing the Long Game

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On the board and in other formats, Axis and Allies is a normally race to kill German before Russia falls. Games rarely last past 5 rounds. On the CD, where 15 rounds can be played in a single evening, it's a different story.

## Countering Crush Germany

"Crush Germany" strategies are the most common (and primitive) allied tactics. A slight holding action is done against Japan, but all new resources are devoted to capturing Germany. First eastern (EE) or western (WE) Europe, then southern or Germany itself. A newer Axis player will be overwhelmed by the sheer mass of allied units. However, there are ways to counter this method.

Conserve German units and always position yourself to counter EE or W. Europe. (Whichever one you are forced to pull out of.) Generally, EE the first two rounds and W. Europe in the later rounds. Assuming you took over Africa early, which is absolutely critical, you'll have substantial infantry in Europe by round 4. This is about when things will get tough. Throughout the game, as Germany you will need to buy a very slight amount of armor. You will need this armor for defense and to keep the allies worried about Karelia. The tanks are also key for defense.

When the pressure begins to mount on Germany, here is how to handle it. All of your tanks will be in either EE or WE every turn with enough infantry (and fighters) to prevent their destruction. Don't leave them too thin... ever. Knowing how much infantry support is needed to prevent attack comes from experience and the aggressiveness of your opponent. In the center, (Germany) place and/or leave enough infantry to not only prevent the take over of Germany but to also discourage an attempt to permanently hold WE or EE. The infantry in Germany plus the armor and air in EE must be powerful enough to destroy the maximum number of allied units that can be placed in WE, and have plenty left over. (For the counter attack.)

With the majority of your army in EE, WE encampment is discouraged anyway.

At about round 4 or 5, the allies will have enough in Karelia that they can move into EE permanently if you pull out. You will no longer be able pull out of EE and shift the tanks to W. Europe. Most new production will need to go there. You must then trade W. Euro back and forth. Germany should still have a few ftrs left. So this is possible. If the allies attempt to move into W. Euro big, hit them hard. But always retreat if you will be leaving your armor in a position to be destroyed. This is where Japan comes into play. They must permanently established in Novo at about the time Germany must permanently give up W. Europe.

## The Conventional Win

Set up for the big push on Karelia and Russia using Germany and Japan respectively. This can only be done if the Axis has done well on other parts of the board and Japan is in Novo. Begin shifting all armor to EE. Pull out of W. Europe (if you had it) with Germany and buy all armor. Land all ftrs and armor in Germany, and move every available infantry to EE. Leave just enough infantry in Germany to prevent attack on the armor/ftrs. You'll need to give up W. Europe permanently. The turn before this, Japan must have place all armor on its IC's. Or landed as much armor as possible using transports. Japan must move the armor and every available unit to Novo on the current turn.

If you can tell before hand that the allies have enough to defend both Karelia and Russia at the same time, forget it. (Also don't forget the UK men in Karelia can move

to Russia before Japan's turn.) That's why it's so hard to pull off a conventional Russian capture win against Russia.

On about round 4, you should be able to decide if you can or cannot get the conventional or IPC win. (If you've purchased enough Japanese transports, the IPC should be within reach by Japan.) If the allies are starting to take back Africa in force, you've got to make a decision. Go for the Karelia/Russia double pressure or play for a long term tech win. If you've conserved German troops and played cautiously. Germany will have a huge force in Europe. If going for the double pressure move is hopeless, just stall with Germany. When the allies have set up a shuttle system to add 14-20 infantry to Karelia a turn, you can forget a conventional win. It may look like Germany is still strong and it is. Even so, Germany is no longer a threat to Karelia. This means the allies will be able to focus on Japan, Africa, or killing Germany. In the long term, a conventional win will be out of reach.

A large force in Novo will keep the pressure off Germany for some time. You may even be adding 6 tanks a turn. Eventually however, you'll no longer be a legitimate threat to Russia either. Two choices exist, either: 1) play until the game stalls from too many units. "Re-sending Game Data" over and over. This is technically a draw but I feel that the losing player should concede. This is almost always the Axis player if that many units are on the board. 2) Start going for tech with Japan. Hard- not 10 IPC a turn. You'll need tech soon, not four rounds down the road. Getting heavy bombers or industrial tech the turn before Germany falls doesn't mean much. The allies will push Japan back, tech or not.

At some point, as early as round 5 or 6 sometimes. The allies will have enough offensive strength to threaten you to move permanently out of EE. While this marks the end of Germany, it will free up Japan and they must make their move soon. You should have been going for tech or an attack on Russia well before this. If not, start going for tech ASAP. Germany will have about 50 units in German and Europe. Shift all armor and just enough infantry to protect it to W. Euro. Eventually, the allies will have S. Euro too and threaten W. Euro in force. You can then pull everything into Germany and do "Power Retreats".

#### Power Retreats

Power retreats are dangerous. Here's an example. Germany has 15 armor, 3 ftr, and 36 inf in Germany. The allies have EE locked up with 40 inf, 10 arm, and 5 ftrs. They attempt a move on W. Europe or S. Europe by moving in 18 inf and 2 ftrs. You can attack this with everything in Germany and retreat. You should get about 15 hits on the first roll. The allies about 8. You then retreat. If you get 20 hits, you'll take the province and lose the game. So be careful not to send too much firepower for whatever is present. In addition, stop doing them when you no longer are making are very substantial gain on them. At least 5 killed for every 3. You just need Germany to stay alive. It will tie up huge amounts of allied resources. Using these stall techniques plus ftrs from Japan, Germany can hold on for about 4 rounds. If you don't have significant tech or a force large enough to take and hold Russia permanently, it's over. That's why recognizing defeat early is key. Just because Germany is safe doesn't mean the Axis will win. In a long game of stalling, the Allies will push Japan back. However, Japan has a luxury no other country does. They can role 30 IPC's worth of tech every round and remain functional. With IT or HB's early enough, Japan becomes a titan and can turn the tide.

Your opponent may devote too many resources to Germany and leave Russia open. Or, sometimes, they place so little pressure on Japan that it can devote vast amounts to technology. Either way, playing conservatively with Germany is the way to go.

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